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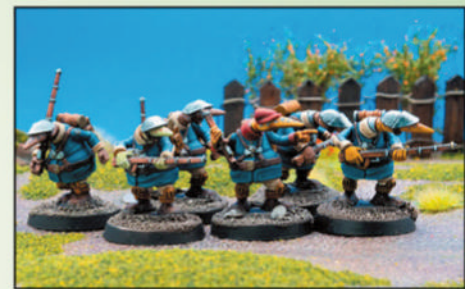


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# WARGAMES

## SOLDIERS & STRATEGY MAGAZINE

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# Editorial

*"Behold, Hattusilis, the Great Prince of Hatti, has set himself in a regulation with User-maat-Re Setep-en-Re, the great ruler of Egypt, beginning from this day, to cause that good peace and brotherhood occur between us forever, while he is in brotherhood with me and he is at peace with me, and I am in brotherhood with him and I am at peace with him forever."*

— The Silver Treaty, 1259 BC

After the battle of Kadesh, something new happened between the Hittites and the victorious Egyptians. The sides came together and signed a peace treaty. In it, both sides agreed not only to stop attacking each other, but to enter into a mutual defence pact to guard against outside threats.

Although other ancient texts survive referring to treaties, the Silver Treaty is the first where we have the text surviving both in Egyptian hieroglyphs and Hittite cuneiform. We also have evidence that the two dynasties intermarried, further strengthening their alliance, and that this union lasted for a good hundred years before the Hittite Empire eventually collapsed. The Silver Treaty is the first complete example of international accord between states that we know of.

So, what does that tell us as wargamers? Well, for one, it means that Egyptian armies with Hittite allies, or vice versa, are actually very possible. For me, it also shows us that these nation states were far more complex and nuanced than perhaps we give them credit for.

In the next issue, we'll look at the many battles fought in the territory of modern-day Bavaria, from antiquity up until the twentieth century.



#### MORE ONLINE

You can find larger versions of all the maps in this issue on our website:  
<https://bit.ly/45eHhWv>

— Guy Bowers

*Guy J Bowers*

[editor@wssmagazine.com](mailto:editor@wssmagazine.com)



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### FIGHT LIKE AN EGYPTIAN

During the Battle of the Bitter Lakes, Pharaoh Shoshenq I sends his army on a punitive expedition against foreign raiders.  
([https://www.wssmagazine.com/wss129\\_extra](https://www.wssmagazine.com/wss129_extra))

## And coming in the next issue:



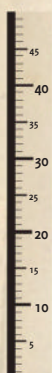
### BATTLING OVER BAVARIA

This region in southern Germany has seen its fair share of conflict over the centuries. From the ancient Romans to the Allied arrival in World War II, there's always been plenty to fight about.



# MINIATURE REVIEWS

A look at some of the newest miniatures, terrain pieces, and more from across the wargaming world.



## Napoleonic Egyptian Fellahin

**Company:** Perry Miniatures

**Size:** 28mm 'foot to eye' or 31mm in turban

**Era:** Late eighteenth and early nineteenth century

**Price:** £8.00 for six infantry

[www.perry-miniatures.com](http://www.perry-miniatures.com)

The latest release for the Perry Ottoman Napoleonic range is Egyptian Fellahin, or peasant soldiers. These irregular soldiers fought against the French invasion and were turned into a professional army by Mohammed Ali Pasha, who defeated the British invasion of Alexandria (1807), destroyed the powerbase of the Mamluks

(the Mamluk massacre, 1811), reconquered Arabia (the Wahhabi War, 1811–1812), and conquered the Sudan (1820). Ali Pasha finally declared Egyptian independence (the Egyptian Ottoman War 1931–1933). So, these miniatures have some milage beyond being just Ottoman levies. The range of Fellahin currently consists of two packs of spearmen, one pack of swordmen and two packs of muskets. Each box contains six miniatures, each in a different pose. The casting is good, with no mould lines visible and little flash. The models are generic enough suitable from the late eighteenth to the early nineteenth century. This useful range will be a must for Ottoman players and for those seeking more exotic battles.



## High school heroes

**Company:** Fighting 15s

**Size:** 14mm 'foot to eye' or 17mm tall

**Era:** Modern

**Price:** £4.00 for six miniatures

[www.fighting15s.com](http://www.fighting15s.com)

Fighting 15s has released a set of high school heroes and armed Japanese schoolgirls as part of their '5G Generation' modern range of zombie hunters and zombies. This adds to the existing range of male and female rioters, and police in riot gear. The pack contains three males armed with a selection of

improvised weapons and three females armed with a selection of firearms. The Japanese schoolgirls are equipped with a series of martial arts weapons – and a chainsaw; I guess foreign exchange students come well equipped for zombie survival! Like with the earlier packs, there is a second pack with the zombie equivalents, so if your heroes fall, they can be replaced by yet another zombie! The models are well cast; there were only a few pour lines to clean off the bases. The detailing is good, and the models look cool. This addition to the '5G' range provides some student models either equipped for some sort of *Battle Royale* or to try and survive the waves of zombie hordes.

## Ramshackle church

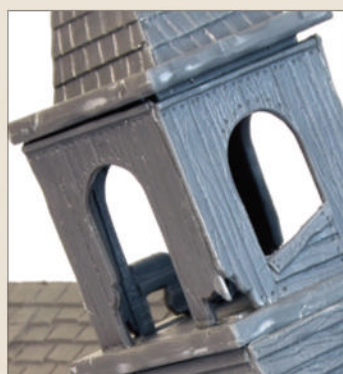
**Company:** Renedra

**Size:** 28mm scale, 130mm L x 80mm W x 160mm H

**Era:** Eighteenth century to modern

**Price:** £20.00 for the church

[www.reneda.co.uk](http://www.reneda.co.uk)



Previously, Renedra has released a ramshackle barn and a ramshackle house, both timber-built in the American style. Now, they have released a church, which is likewise in a poor state of repair. It is a ruinous replica of their Weather Board American Church. The kit itself consists of four plastic frames and is very easy to construct. I followed the instructions, but for the most part, I instinctively worked out how the pieces fit together. It certainly was not complicated to

construct. There is not much variation in the kit; you build the model as seen. That said, if a modeller was to leave off the spire, this could be remodelled into a ruinous schoolhouse or a similar structure. I did toy with the idea of making it so the roof could be removed, but the model is designed to have it fixed in place. The finished model is very robust. This will be an ideal model for a ghost town or a similarly abandoned place, ideal for western, pulp, Cthulhu, or modern games.





### Citizens of Rome

**Company:** Footsore and Wargames Atlantic

**Size:** 28mm 'foot to eye' or 31mm tall

**Era:** Ancient

**Price:** £28.00 for 30 citizens

[www.footsoreminiatures.co.uk](http://www.footsoreminiatures.co.uk)

Thanks to the recent *Gangs of Rome* Kickstarter, the Citizens of Rome are now available in plastic. This multi-part set can be built as casual male Roman citizens (useful for Roman mobs) or as armed gangs, vying for control of the eternal city. The box has five frames, each with six torsos and sets of legs. There is a

selection of unarmed hands, arms carrying an amphora, and a walking stick. For the gangers, there is a good selection of knives, swords, spears, shields, and a club. For missile weapons, there are rocks (in hand), javelins, pila, bows, and a sling. There are seventeen different heads to choose from: clean shaven, bearded, and bald, plus a *petasos* (wide brimmed hat), a *pieus* ('pot' helm), and a 'Thracian' gladiator helmet. Assembly is straightforward; choose the torso and legs you want, then add arms and a head of your choice. All the parts are well detailed. This excellent set would be very useful for the Servile Wars against Rome. A Spartacus slave army just became affordable!



### 15mm English Civil War

**Company:** Steel Fist Miniatures

**Size:** 14mm 'foot to eye' or 16mm tall; cavalry stand 24mm tall

**Era:** English Civil War and Thirty Years' War

**Price:** £7.50 for 3 horse holders w/ 6 horses or 12 dismounted cavalry

[www.steelfistminiatures.com](http://www.steelfistminiatures.com)

Steel Fist Miniatures has expanded their range of 15mm miniatures suitable for the English Civil War and the Thirty Years War. The range now includes command and dismounted cavalry packs (dragoons and troopers, shown here) plus horse holders (also shown). It is very useful for when the

cavalry dismounts to have the horses as a stand to place behind them. Other additions to the range include more pike and shotte variations, plus a set of character models for the Parliamentarians and Royalists. The models are well cast and sculpted, with a tiny little bit of flash on a few bases. However, this is easily cleaned up. The detailing is very good and historically accurate. Size wise, they are straight 15mm, so possibly smaller than some ranges but a perfect match for *Epic Pike & Shotte*. This makes them very useful for adding variety to your different units. These will be a must for smaller scale ECW and *Epic* players.

### Late Roman cavalry and cataphracts

**Company:** Victrix

**Size:** 28mm 'foot to eye' or 32mm tall; cavalry stand 46mm tall

**Era:** Late antiquity to early Dark Ages

**Price:** £30 for 12 cavalry, £36 for the cataphracts

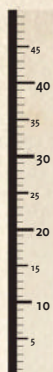
[www.victrixlimited.com](http://www.victrixlimited.com)



With the latest releases of cataphracts and horse archers adding to their existing light and heavy cavalry, Victrix has a complete range of Late Roman cavalry. These four sets are, for the most part, compatible with each other, allowing for heads to be swapped between sets. The heavy, light, and archer sets all use the same horses, which comes in four body poses. The cataphracts use a fully armoured horse, which again comes in four variants; they also come with

different head options, allowing for some extra variation. The models themselves are well sculpted and are easy to assemble – do keep hold of the instruction guide and read it carefully, as some parts will only fit with a specific rider – each rider has three variants. The detailing on these models is very good. Size-wise, the models are a little on the heroic side but should fit with most existing ranges. Overall, these are four useful and relatively inexpensive sets.





3-D PRINTED



### Soviet sailors

**Company:** Flank March Miniatures

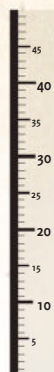
**Size:** 28mm 'foot to eye' or 31mm tall

**Era:** World War II

**Price:** £35 for Platoon STL

[www.wargaming3d.com](http://www.wargaming3d.com)

Flank March Miniatures is a new company that has recently launched a Kickstarter *The Black Death: WWII Soviet Naval Infantry*. During the Great Patriotic War, some 350,000 Russian sailors fought Nazi Germany as regular infantry. They were occasionally used as marines in amphibious landings, notably at the battle for the Kerch Peninsula (1941–1942), during the Battle of the Caucasus (1942), and in the Moonsund landings (1944), to name but a few. As the war progressed, their uniform changed from a sailor's uniform to one similar to the standard infantry uniform, and this range reflects this, offering both a sailor cap and the SSh-40 Soviet helmet, plus both uniforms. The sailors are equipped with standard Mosin rifles, PPSH submachine guns, and DT light machine guns. Support is offered in the form of 81 mm mortars, Maxim machine guns, PTRD anti-tank rifles, and snipers. The finished models are characterful and print fine. We use ABS-like resin. The models can be rescaled for 20mm and possibly 15mm as well.



### Vietnamese Ruff Puff

**Company:** Gringo 40's

**Size:** 26mm 'foot to eye' or 28mm tall

**Era:** Vietnam War

**Price:** £1.75 per model

[www.gringo40s.com](http://www.gringo40s.com)

Gringo 40's has added the 'Ruff Puff', or South Vietnamese civil guard to their Vietnam War range. They served as an active local defence force against the Viet Cong and proved very effective; small, fast response local defence units were ideal for fighting guerrilla warfare. The models here are equipped with captured communist weapons such as the AK 47, the DP LMG, and the Mosin Nagant Carbine (more likely the type 53 Chinese copy, which was given in numbers to the VC). They were also equipped with surplus ARVN weapons (the officer has a Thompson SMG). The current range consists of eight models, half of which are female. The sculpting is very good and the models themselves are particularly characterful. All are well cast and detailed, and mould lining is very hard to spot. Size-wise, these models are heroic scale but should be compatible with most mid to large ranges. These will be a welcome addition and give Vietnam games a little more flavour than the usual US vs VC.

### Human militia

**Company:** North Star and Osprey

**Size:** 28mm 'foot to eye' or 30mm tall

**Era:** Medieval fantasy

**Price:** £25.00 for 30 light infantry

[www.northstarfigures.com](http://www.northstarfigures.com)



The latest release for *Oathmark* is the Human Militia. This is the fifteenth plastic set for the game, which is rapidly becoming one that offers all of the possible troop combinations in plastic. Inside the box, there are six sprues, each with five militia all equipped with short cloaks. Fifteen different heads are provided: five helmeted, five bare-headed, and five hooded, allowing the models to be built as infantry, archers, or as rangers (in hood). The weaponry consists of swords, axes, maces, square shields,

and bows. There is a good selection of accessories, such as quivers, pouches and scabbards, but as the models are all cloaked, there is actually very little room to add them. Construction is easy: simply add the heads and arms to the torso; the parts are compatible with the earlier human sprues, allowing even more variety. 25mm square bases are provided as standard, which is a nice touch. I can see several uses for these; the rangers definitely have a *Rangers of Shadowdeep* or *Lone Wolf* vibe.





### Medieval Spanish

**Company:** ALT Minis

**Size:** 28mm 'foot to eye' or 31mm tall

**Era:** Eleventh-century Reconquista

**Price:** £3.99 for a mounted or £1.90 for a foot soldier

[www.altminis.etsy.com](http://www.altminis.etsy.com)

ALT Minis has recently entered a partnership with Reconquer Designs to produce their Reconquista STL range in metal, the ideal remedy for those who prefer metal over resin. The current range covers the Christian Spanish (both mounted and on foot), plus the Berbers and Andalusians. While the current

range is fairly small (at thirteen packs), I bet this will soon grow. The casting on these is excellent: Alt Minis have recreated the Reconquer miniatures in perfect detail. Shown here are the Christian Caballeros. The miniatures come with separate hands and shields, but for once they are actually fitted and glued well to the bodies – I am usually left screaming in frustration with glued fingers or reaching for the pin vice and some rod. These are a charming set of miniatures that are both well cast and very well detailed. They could probably proxy easily enough for Normans or Italo-Normans as well. These will be a must for any Reconquista player. Now where is El Cid? Recommended.



### Mounted vaqueros and bank robbers

**Company:** Black Sheep Miniatures

**Size:** 27mm 'foot to eye' or 30mm tall

**Era:** Old West

**Price:** £6.00 for 3 models without horses or £10.00 with horses

[www.blacksheepminiatures.co.uk](http://www.blacksheepminiatures.co.uk)

¡Ay Gringo! Black Sheep Miniatures has released more Old West cowboys, this time providing a pack of mounted vaqueros (Mexican cowboys) and a pack of mounted bank robbers – with their faces covered, “them varmints ain’t up to no good!” Each pack contains three mounted models;

the horses are the standard Wargames Atlantic plastic horses (reviewed in *WS&S* 122) and the models can be bought with or without horses as needed. It makes sense to me to use the Atlantic ones however, as it saves the need to sculpt the horses, and thus the manufacturer can focus on producing more riders or foot cowboys. The riders come mounted on a saddle, so there is no need to use the saddles provided with the plastics. The mounted miniatures are well cast with no mould lines visible and have good detail. Definitely a must for *What a Cowboy*, *Dead Man's Hand*, or any of the other excellent Western wargames out there.

### Sd.Kfz 6/3 Diana

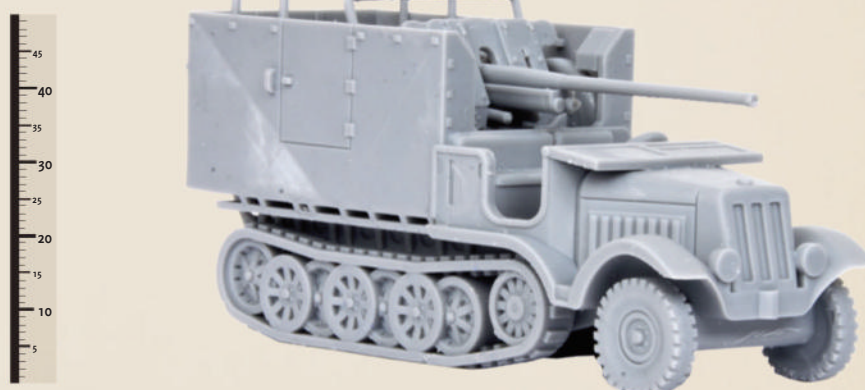
**Company:** Butlers' Printed Models

**Size:** 1/56 (also available in 1/300, 1/100, 1/72, or 1/48)

**Era:** World War II

**Price:** £25.75 (1/56) (+£9.38 resin print)

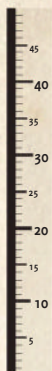
[www.butlersprintedmodels.co.uk](http://www.butlersprintedmodels.co.uk)



In the build-up to World War II, Germany started to mechanise its armies by providing prime movers for its artillery. In typical efficient fashion, several different half-track vehicles were produced for hauling different payloads. Wargamers are probably most familiar with the Sd.Kfz 7, which towed the 8.8cm Flak 36 and the 15cm sFH 18. There was also the Sd.Kfz 6, designed to tow the 10.5cm LeFH 18 and for towing engineer equipment. Nine of these vehicles were converted into tank

destroyers by taking captured Russian F22 guns and cutting them down to fit into an armoured superstructure. The concept was to produce a cheap tank destroyer. Nicknamed 'Diana', they were exclusively used by the 15th Panzer Division in the Afrika Korps. The detailing in resin is superb, with no striation visible. The kit comes in 5 parts, the hull (available in filament or resin), the gun, and three top rails (always in resin). This is a welcome addition for Afrika Korps commanders.





### Thracian infantry and bolt engine

**Company:** Peter Pig

**Size:** 15mm 'foot to eye' or 17mm tall

**Era:** Ancients

**Price:** £4.50 for a pack of eight miniatures

[www.peterpig.co.uk](http://www.peterpig.co.uk)

The latest ancients release from Peter Pig are Thracians and a bolt-throwing engine to support the Macedonian range. The Thracians were highly sought after as mercenaries, as their warrior ethic made them ferocious in battle; they were also renowned for their love of plunder. Thracian infantry and cavalry were often used

by Macedonian armies, making up a fifth of the fighting force on occasion. Bolt-throwing engines, such as the *oxybeles* (a huge crossbow), were primarily used by the ancient Greeks and Macedonians during sieges, but were also used in open battle (famously by Alexander at the Battle of Jaxartes 329 BC). The Thracians currently have three packs, one with spears, one with Rhomphia (the dreaded double handed curved blade), and one command pack. Each pack contains eight models. The one pack of bolt throwers contains two engines and six crew. The models are well cast, and the sculpting is excellent and characterful. These are middle-sized 15mm and compatible with most existing ranges. This is a nice addition to an already excellent range.



### Krautcover basing

**Company:** Krautcover

**Size:** Any – probably 15mm plus

**Era:** Any

**Price:** £6.00 for a 140ml pot (€ 6.95)

[www.krautcover.de](http://www.krautcover.de)

Krautcover Scenics is a new company that provides ready mixed basing material for the hobby gamer. Each comes as a 140ml pot. The range of colours is very good, ranging from 'The Meadows of Purity' (left), to the 'Soils of Sparta' (centre) and the 'Ruins of Persistence' (right). Each is made up of different fine

grains and stones, plus the odd green tuft. There are twelve different ground covers in total, including riverbed, sand, snow, soil, and woodland. The application of the basing is simple: put glue on the base of the miniature, apply the basing material and then let it dry. I would recommend pouring the material into a spare plastic container first, using it, and then pouring the remaining material back into the original container. Krautcover also has its own glue, Kraut-tac, which is admittedly very effective and has proven better than my usual PVA mix. The finished result gives a nice textured and uneven look, with maybe a few tufts to be added to finish the effect. Overall, this is a quick and effective basing system. Recommended.

### Skeleton cavalry and chariots

**Company:** Wargames Atlantic

**Size:** 28mm 'foot bone to eye socket' or 31mm high

**Era:** Fantasy

**Price:** £25.00 for 10 undead cavalry and two chariots

[www.wargamesatlantic.com](http://www.wargamesatlantic.com)



The latest release from Wargames Atlantic is a set of skeletal cavalry and chariots, which look like they just arrived fresh from the film set of *Jason and the Argonauts*. They are 'classic' skeletons with a Greek twist. The box contains five cavalry frames (each with two skeletal horses) and two chariot frames. As each chariot will require two horses, the set can be built as either ten cavalry or two chariots and six cavalry. The horse bodies come in two halves and are interchangeable,

giving four variations. The spare 'bits' can be used to make a few skeletal foot troops, which is a bonus. There is a good choice of shields and weapons, including *kopis* and *xiphos* sword, javelin, and bow. There are eleven different skull heads per sprue, with a mix of Greek helmet and bare head. The models are well detailed and sharp, and the assembly is easy with a decent plastic glue. This will be a 'must buy' for necromancers and kings of tombs everywhere.





### British infantry 1960s-90s

**Company:** 1st Corps

**Size:** 27mm 'foot to eye' or 30mm tall

**Era:** Cold War

**Price:** £7.20 for four infantry

[www.1stcorps.co.uk](http://www.1stcorps.co.uk)

1st Corps has released a new range of Cold War miniatures. This range will feature internal security troops, armed police, and terrorists/freedom fighters. Reviewed here is their Cold War British infantry, which will be suitable as frontline troops and reserve troops post 1985 (when the SA80 was introduced).

Dressed in '58 pattern webbing, they wear combat jackets and lightweight trousers. Each wears a cap comforter, which plays into these being on internal security duties rather than on the offensive against an enemy army. The current range consists of two packs of riflemen (With L1A1 Rifles), a command pack with radio and sniper, a heavy weapon team with Carl Gustav and GPMG, and a set with LAW rockets. The models are well cast, with only a few pour lines to be cut off the base. The style is a little exaggerated, which makes the set characterful. Size-wise, they should fit with most existing ranges. These would be good for Cold War engagements, perhaps *Whiskey on the Rocks* or *Winter of '79*.



### Soviet soldiers

**Company:** Offensive Miniatures

**Size:** 28mm 'foot to eye' or 30mm tall

**Era:** World War II

**Price:** £16.00 for eleven Soviets

[www.offensiveminatures.com](http://www.offensiveminatures.com)

Urrah! Offensive Miniatures has released a range of Soviet troops in summer uniform suitable for Kursk, Bagration, and more. The range includes infantry, command (including sniper), a Maxim team, a mortar team, an anti-tank team, and an M1942 45mm anti-tank gun (with the characteristic long barrel).

Despite massive losses, the Soviet soldiers ruggedly fought on. The miniatures are equipped in Soviet summer uniforms and have minimal kit, which is correct for the period. The samples we were sent were armed with Mosin-Nagant rifles with their characteristically long barrel. A few had the PPSH 41 with the usual drum magazine. The officer is armed with a Tokarev pistol, being modelled after a famous propaganda photo. The sculpting is very well done, and the models are nicely detailed. There was a tiny bit of flash on the models, caused by pour lines, but this was easily cleaned up. Size-wise, these are middle-of-the-range and should be compatible with most existing Soviet ranges. Recommended for Soviet WWII players.

### Dead Man's Hand accessories

**Company:** Great Escape Games

**Size:** 28mm

**Era:** Wild West, colonial and Victorian

**Price:** £10.00 for two sprues

[www.greatescapegames.co.uk](http://www.greatescapegames.co.uk)



On the back of their recent Kickstarter for *Dead Man's Hand Redux*, Great Escape games has released a very useful set of accessories for the game. A single accessory sprue has two different-sized barrels; one tea chest; one milk churn; three different sizes of Victorian luggage (or suitcases); a bail; four different types of 'standard' boxes, a strongbox; a corner box; a 'bottle' box with six bottles and seven loose bottles; four sacks; an axe in a tree stump; and a wheel! PHEW! Assembly

was very straightforward with some boxes and cases coming in two halves. This excellent set is ideal for populating Wild West towns or any colonial or Victorian setting. They might be an objective in a hangout for Victorian thieves, or filled with earth as part of the improvised defences of a Legation station deep in China. The great thing is you get two sprues in the set. This will be a must for any player of Victoriana, be it in Tombstone, Beijing, or Paddington Station.





### MDF Mediterranean houses

**Company:** 1/72 Model Figures

**Size:** 20mm

**Era:** Eighteenth century to modern day

**Price:** £8.60 for the villa

[www.1-72.co.uk](http://www.1-72.co.uk)

1-72 Model Figures has produced a range of 20mm Mediterranean buildings. The initial release consists of a set of houses, a church, a manor house, a villa, a villa with arches (shown), a town house, and a town arch. The ultimate goal of the range will be to provide a modular set of Mediterranean

buildings, which can be repositioned to give a variety of village and hamlet shapes. All the roofs can be lifted off to place figures inside. Prices vary from £5.50 for the town arch to £18.50 for the house set and £21.00 for the church (which is very large). The models did not come with instructions (an oversight I am sure as we did receive them the first batch). It didn't matter that much however, as I was able to work out easily what went where. The addition of window sills, shutters, and door frames all make the model look more real. More kits are planned to expand the Mediterranean collection by three more buildings. After that, 1-72 will move on to structures for 20mm colonial games set in North Africa and the Sudan.



### ACW Bushwhackers

**Company:** Crusader Miniatures

**Size:** 28 mm 'foot to eye' or 31 mm tall

**Era:** American Civil War

**Price:** £11.50 for three mounted models

[www.crusaderminiatures.com](http://www.crusaderminiatures.com)

Crusader Miniatures has expanded its American Civil War range to include mounted bushwhackers, adding to the dismounted pack they already produce (which consists of 8 models). The bushwhackers performed guerrilla-like warfare behind enemy lines during the war, disrupting telegraph com-

munications, burning homesteads, and raiding supplies. While primarily used by the Confederacy, the Union employed similar irregular forces. These are the first (and presumably not the last) packs of ACW cavalry that Crusader has produced. There are two packs currently: one of three 'semi-official' looking command, and the other of mounted men with a mixture of pistols and shotguns. All the models are well-sculpted and detailed. The casting is good, with little or no flash, apart from the base. Any mould lines are very hard to spot. Size-wise they are middle of the range for 28 mm, so these cavalry should fit in with most existing ACW ranges. This is a useful release for Confederate players everywhere.

### Plastic PT-76 light tank

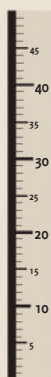
**Company:** Rubicon Models

**Size:** 1/56

**Era:** Post World War II, Vietnam

**Price:** £20.00

[www.rubiconmodels.co.uk](http://www.rubiconmodels.co.uk)



The latest wave of kits from Rubicon models has brought us several variants of the M113 (Including M577 command, M106A1 Mortar Carrier and ACAV), the M54A2 5-ton 6x6 Truck and the M151A1 'Mutt' 4x4 Utility. The Soviets are not neglected, with the release of the PT 76 tank and the ZIS-150 truck. Reviewed here is the PT-76 – a light amphibious tank mounting a 76mm rifled gun. It was designed in the 1950s for reconnaissance and ground support. Some 12,000 have been manufactured, and it

has seen action worldwide, notably in the Angolan Civil War, the Indo-Pakistani War, the Arab-Israeli wars, the Iran-Iraq War, the Yugoslavian Civil War, the Gulf War, and of course, the Vietnam War. The kit is excellent, with options to build three versions of the tank. The turret hatches can be left either open or closed, and the kit can be built as waterline (when the tank is wading) or on dry land. We recommend ABS plastic glue or superglue, but all the parts stick together perfectly.



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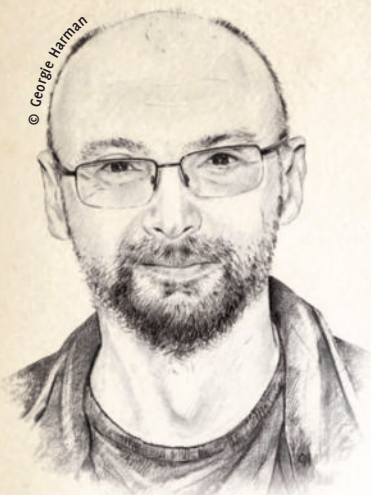
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By Rick Priestley

## THIS GAMING LIFE

# EVERYTHING OLD IS NEW AGAIN

I write this at the beginning of January. Games Workshop, that well-known purveyor of space-pixies and what-not, is just about to relaunch the classic Warhammer Fantasy Battles game in the guise of 'The Old World', which fans are abbreviating to TOW. These soulless abbreviations have always raised the hackles. Once upon a time, I would spend many a happy hour coming up with perfectly credible titles for products that yielded obscene or scurrilous acronyms, only to be thwarted by eagle-eyed colleagues who knew me rather too well. But I digress.

**W**arhammer: *The Old World* – and let's give it its full title – is not just a relaunch of a familiar game, but a return to the classic Warhammer format after an absence of nearly nine years. In 2015, Games Workshop took it upon themselves to destroy the Warhammer setting, supposedly for good, in a campaign they called The End Times. This heralded the exit of the old Warhammer game and paved the way for the new Age of Sigmar take on fantasy – a modern, whizzy all-action tabletop affair featuring all sorts of superheroes and monsters in comic book style. I think. To be honest, I could not bring myself to look.

And so, the Warhammer world – and the whole concept of the mass-battle fantasy game – was consigned to the dustbin of history: blown up in some cosmic cataclysm, consumed in chaos, and cast to oblivion. Games Workshop had come to the conclusion that the game was no longer commercially viable nor the 'property' defensible in terms of licensing. Goblins being common property and therefore anyone's for the asking... the grubby little beggars. Its Age of Sigmar successor saw classic fantasy creatures given new, bizarre, and rather undignified names in a visibly uncomfortable effort to impose trademark law upon the realms of folklore and mythology.

I am sure I was not the only person to be somewhat disheartened by the demise of the Warhammer world. Having worked on developing the background for more than a quarter of a century, it smarted a little, I confess. Not just because I had done so much to bring it to fruition, but because so many other very talented people had done so very much more: writers, games designers, artists, and sculptors amongst them. The team who worked on the role-playing game supplements brought a depth and veracity to the world that remains unequalled even now, and which would colour so much of what was done afterward. Fiction writers conjured forth stories and invented characters that could exist in no other setting, exploring the world

and its peoples in marvellous and intricate detail. The world sprang to life upon the page under the creative pens and brushes of some of the foremost fantasy artists of the day: dreamscapes of a horror fantasy that would permeate the background and hint at undercurrents of decay and corruption.

Behind all that work, behind all those people, stood the vision, determination, and ambition of one man: Bryan Ansell. It was with great sadness that I learned of Bryan's death at the end of last year. He was without doubt a giant in the gaming hobby, without whom there would have been no Warhammer in any form, and Games Workshop would hardly be the globally successful company it is today. But more pertinently, his creative vision set the standard for the rest of us to aspire to, and he never failed to let us know when we fell short. Which we always, invariably, did, of course. That only made us even more determined to do better. What started out as a rather pragmatic attempt on my part to knit together a fantasy world out of an extant model range, would be crafted bit-by-bit into something far more sophisticated. You only have to look at the two volumes of Bryan's *Realm of Chaos* supplement to glimpse the breadth of imagination, sophistication, and ambition that lay behind his concept of what a fantasy world could be.

Could it be accomplished again? Well, from what I have seen via the good offices of YouTube and various reviews from those few privileged to receive advance copies, there are a lot of positives to be found in Games Workshop's latest iteration of the game. It sees the return of the Warhammer world for starters, albeit set back in "history", during a time of division and tumult. That alone allows the writers to mine much of the deep lore already established for the world and should provide a firm basis for the various races and realms, and hence the armies for the game. I cannot comment on the game play, having not played it, but from what I gather, the mechanics appear to be based on traditional Warhammer. Reviewers have described



it as combining the 6th edition game with some older elements from the 3rd edition. In either case, that is harking back more than twenty years, which suggests the current design team is referencing the game they played as young hobbyists. I always felt that *Warhammer* was a solid system at its heart, providing a good platform for developing armies and peripheral rules, as well as offering the opportunity to build character and interest within the gameplay. So, without prejudging the efforts of the current crop of designers, I would say the base design at least appears to be founded on good, workable principles.

Games Workshop has taken an interesting tack with the product line, beginning with two different starter sets, one with Bretonnian plastics – i.e. fantastical medieval knights – and one with Undead, your ancient Egyptian-themed types. Both starter sets contain the rulebook that is touted as containing all the rules you need to play all of the armies, including the core magic system and spells. In addition, you have army lists for the nine armies that Games Workshop is describing as ‘core’, divided into two volumes one called *Forces of Fantasy* and the other *Ravaging Hordes*; in both cases, a nod back to army list supplements of yore. In the case of *Forces of Fantasy*, as yore as 1984, which is very yore indeed. Each volume contains the basic army list and unique magical lore for each of the armies included. These are not ‘get you by’ or temporary army lists, as has often been the case in the past with revised editions of *Warhammer*, but the full-blown, official, no-holds-barred thing.

On top of all that, each army will – in due course – receive a supplement, which Games Workshop is describing as an ‘Arcane Journal’. This is supposed to include supplementary background material describing the relevant nation, peoples, or faction, together with variant army lists, special characters, and bits-and-bobs that represent or expound that material. The first two, for the Bretonnians and Undead forces as included in the starter boxes, are available with the new release and others will follow for the nine core armies as-and-when. Taken together, this is an interesting approach to marketing the new game and – for prospective *Warhammer* players at least – worth a few words of reflection.

The first thing to notice is that not all of the armies previously available will be included in the ‘core’, whilst the remaining ones are described as ‘legacy’ armies supported via pdfs available online and will not receive their own Arcane Journals. It is worth noting that these legacy armies correspond pretty well to those best supported in *Age of Sigmar*, although that will be little comfort to those players who own or plan to purchase those forces anew. However, they are all playable via the online PDF army lists, so it is not as if they are entirely abandoned as some commentators have bemoaned.

Games Workshop’s decision to limit the scope of this release strikes me as a cautious business approach, as does the extensive use of existing models – quite old in some cases – together with limited new releases. One of the problems with the original *Warhammer* series was that the number of armies and the range of models available for each army grew ever more bloated, creating endless stock problems and leading to diminishing returns for each army. Putting it crudely – adding army number eleven does not magically increase the customer base by 10% but just competes for custom alongside the existing ten armies. In short – given limited resources and minimal taste for risk, this looks like a very sensible and pragmatic approach that can potentially provide a good basis for future development of the game should sales justify doing so.

The second thing that bears consideration is the new Arcane Journal format. Games Workshop is making a distinction here between what it considers to be ‘tournament’ style armies, which are those included in the two army books, and armies in general play. The Arcane Journals are supposed to include variant army lists and special characters, and no doubt other things, too, that expand the scope of the game beyond the narrow limits of tournament play. Personally, I like that idea, but I am me and have rather old-fashioned tastes in gaming. I do wonder how much traction it will gain amongst modern *Warhammer* players. The older style army books – and Codexes for *Warhammer 40,000* – were always intended as a complete guide to each faction, including background material, artwork and hobby guide alongside army lists and rules. Originally, no distinction was made between a tightly balanced ‘tournament’ game and a regular ‘turn up and chuck a few dice with your mates’ game, basically because the whole idea of tournaments, exact play balance, and official approval for any of this stuff was the last thing on our minds when my fellow designers and I started this ball rolling.

Over time, the concept of ‘balance’ within a game has come to the fore over other aspects that were previously precedent, including role-playing, narrative qualities, mechanics that are engaging but not necessarily calculable, and the sheer fun that randomness and fortune can bring to play. In that context, drawing a line between what is expected to work consistently in a tournament context and what might be ventured otherwise strikes me as a logical decision. My only qualm is that players rarely think like that these days, and are inclined to treat every game as a ‘tournament’, approaching the game in terms of competitive play and evaluating the rules in terms of how they deal with that kind of game.

Will it work? I hope it does, if only to see the tradition of *Warhammer Fantasy Battles* continue into the future, and – after all – it is a sad world that does not have room for Goblins. **WS&S**





Alan & Michael Perry

New!



# Two new 28mm hard plastic sets Napoleonic Duchy of Warsaw Infantry 1807-14

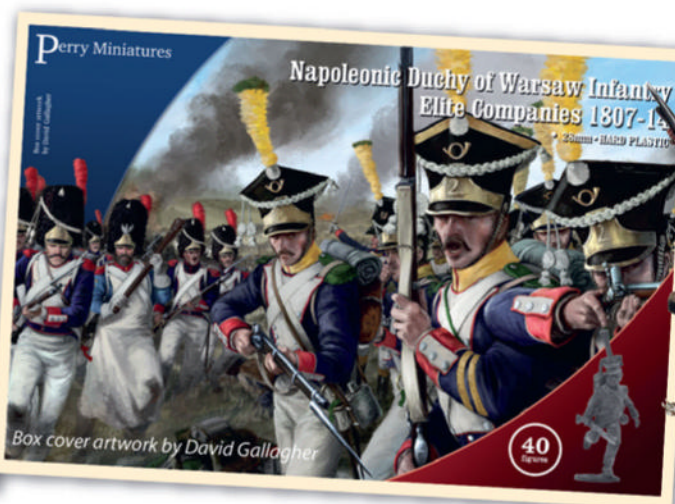
Designed by Alan Perry.



## DOW 1 Napoleonic Duchy of Warsaw Infantry Battalion 1807-14

This box contains a battalion, Fusiliers, Grenadiers, Voltigeurs and command. The figures can be portrayed in marching or attacking poses. 36 figures make up the battalion, 6 Grenadiers, 6 Voltigeurs and the rest are Fusiliers and command. There are also 8 additional flank company figures, skirmishing, included.

Box contains- 44 figures: full painting guide and bases.  
Code **DOW 1**



## DOW 2 Napoleonic Duchy of Warsaw Infantry, Elite Companies 1807-14

This box is designed for skirmish level units. All can be built as Elite companies, Voltigeurs and Grenadiers plus a command group. Both Voltigeurs and Grenadiers could skirmish ahead of the main line although Voltigeurs were primarily used for the role. Grenadiers would be used back them up when needed.

Box contains- 40 figures: full painting guide and individual round bases. Code **DOW 2**

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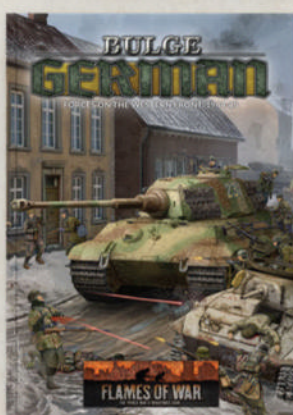
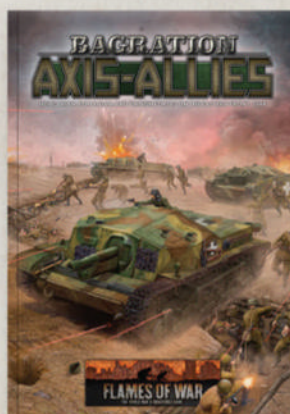
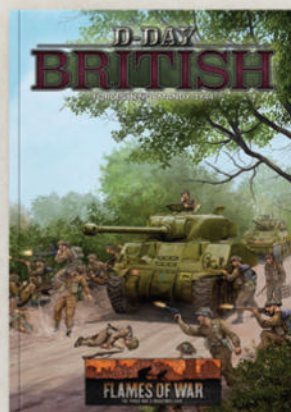
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## A SAXON AMBUSCADE AGAINST A NEW NORMAN LORD

## 1069 AMBUSH

The years following the Norman victory at Hastings and the coronation of King William saw several substantial Saxon rebellions. Between these rebellions, there were also frequent attacks against the new Norman citizenry. Many Thegns and Huscarls who had survived Hastings or were even absent, had their lands confiscated and redistributed to the Normans and their allies.

By Robert Miller

**W**ith no other prospects, many faded into the wilderness, only to reemerge when the opportunity presented itself. This resulted in a form of guerrilla warfare that the Normans found difficult to counter. While the Saxons struggled to contend with Norman cavalry and castles, the Normans found it difficult to search the vast unfamiliar wilderness for the hidden bands of fighters.

In early autumn, 1069, William The Conqueror was busy solidifying his rule by confiscating Anglo-Saxon lands and giving them to his loyal followers. One such newly elevated Norman knight was Louis of Bayeux, one of Bishop Odo's

loyal retainers. He was gifted properties in the lands north-west of London. There, Louis built a fortified manor in the village of Eitone, though this project required knocking down and relocating nearly half the village homes. This did not ingratiate Sir Louis to his new Anglo-Saxon subjects, who did not appreciate being forced to relocate at their own expense.

Bishop Odo was a hard man and expected a lot from those he placed his trust in. As such, Louis was away from his new home as often as he was there. He left a small garrison of infantry and crossbowmen at his fortified home. They managed this duty with a heavy hand. It did not take long for unrest to take hold amongst the locals, especially for those who had lost so much at the hands of their Norman overlords. Thomas, a Huscarl of the late King Harold, had survived the battle at Hastings only to find his lands seized and given to Sir Louis. He gathered and trained a small force of local fighters, hatching a plot to ambush and



murder Sir Louis along with any Normans he could find.

### The plan

Sir Louis is due to return today from a visit to Bishop Odo. He is expected to be accompanied by a handful of knights. The Manor garrison should be busy preparing for his arrival and inspection. During the night, Thomas sneaks his small force into the houses of Eaton with the plan to ambush and slay Sir Louis before the walls of his very own home. With luck, they can also storm the Manor if the garrison opens the gates to aid their Lord.

### The rules and the forces

I developed this scenario for use with *Ravenfeast*, a free set of rules from Little Wars TV. The rules are designed for players new to wargaming. I found it perfect for games with my young sons. You can use any set of Dark Age skirmish rules - such as *SAGA* - with a little adjustment; just keep in mind that the Normans should have a small force of better trained/equipped units and the Saxons should have a larger force of poorer trained/equipped units.

The force list below is for *Ravenfeast*, but following that is a list for



The bands of guerrillas that fought against William's rule were referred to as *Wode-wose* or "wild men" by the Normans.

© Zvonimir Grbasic





With the gates left open, the manor is vulnerable to the Saxons! Photo from the author's collection.

*Lion Rampant 2nd edition.* Please note that these lists are not intended to be perfectly balanced in points. The goal should be to create the sort of asymmetric encounter that was typical during this period.

#### **Ravenfeast list:**

*The Normans:* 1 mounted Lord (Sir Louis), 4 Mounted Knights, 2 Archers, 2 Crossbowmen, and 4 Norman Infantry.

*The Anglo-Saxons:* 1 Hearthguard (Huscarl Thomas with added Leader trait), 6 Veteran Fyrd, 8 Fyrd, and 6 Slingers (Bowman).

#### **Lion Rampant list:**

*The Normans:* 1 unit Elite Cavalry with Leader, 1 unit Crossbowmen, 1 unit Heavy Infantry.

*The Anglo-Saxons:* 1 unit Heavy Infantry with Leader, 2 units of Light Infantry, 2 units of Skirmishers

#### **Table setup**

Play on a 6 x 4 foot table, the centerpiece of the terrain should be the fortified manor house. This needs to be a large building surrounded by a wooden palisade or stone wall. Surrounding

the manor place 4 or more buildings that represent the village. Placement should be done in such a way that it makes sense for a village layout, more buildings are better than fewer. A road should run from the manor to one short table edge, crossing a river near the table edge by a ford or bridge. The river is impassible, except for this crossing point. The rest of the table should be scattered with appropriate terrain from your collection: fields and gardens along the outside edge, with small walls or fences adja-

cent to the houses to show livestock pens and small gardens.

#### **Deployment and objectives**

Sir Louis and his knights start at the road on the far side of the river. The Norman infantry are placed within the walls of the manor fortifications or in the manor house. Archers and crossbowmen may be placed on the walls, otherwise they should be with the infantry preparing for Sir Louis. The Norman player's goal is to get him safely within the walls of the manor before nightfall (end of Turn 6), or he will have to return to Bishop Odo in disgrace.

Edmund and all his forces are hiding in the houses and other buildings making up the village. The Saxon player should write down, in secret, where each unit/model is located. The Saxon player's goal is to kill Sir Louis and, if the opportunity arises, sack the manor house.

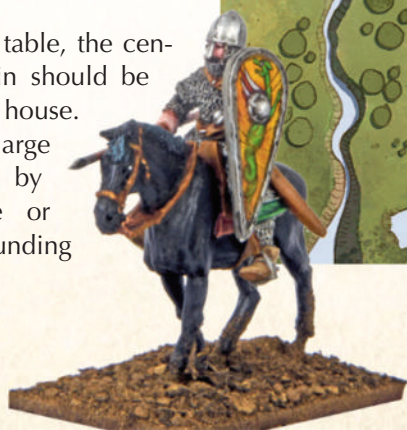
#### **Victory conditions**

If, by the end of Turn 6, Sir Louis is within the manor fortifications with more Normans than Saxons inside with him, and/or the Saxon force has been routed from the field, it is a Norman victory. If, by the end of Turn 6, the Saxons have killed Sir Louis and/or have more Saxons in the fortifications than Normans, it is a Saxon victory. Any other result is a draw. **WS&S**

**Keep up with the author's projects at:**  
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PHILLIPS AND ARNOLD'S RAID ALONG THE APPOMATTOX

# THE FIRST BATTLE OF PETERSBURG, 1781

In early 1781, the American War of Independence was in the balance. There had been some limited American success in the south, but the loss of Charlestown and its garrison as well as the defeat at Camden were severe. In the north, Washington's army had been bolstered by French reinforcements and British troop movements to the Caribbean.

By David Davies

**T**he British strategy for 1781 was to put more pressure on the Americans by launching raids into Virginia, from which Greene's army in the Carolinas was supplied and reinforced. General Clinton chose Portsmouth as a base of operations and ordered the loyalist American Legion led by the turncoat Benedict Arnold to destroy the supplies of the Continental Army. The idea behind the Legion's was to raise an all-American loyal army that would inspire other loyalists to join their cause and fight the American rebels.

In practice, this didn't pan out, so Arnold's forces were brought to strength with other loyalist units, chief among them John Simcoe's Queen's rangers. Arnold commanded some 1200 men with some dedicated artillery and some Ranger cavalry.

Using shallow draft vessels and the river systems in the colony, Arnold could strike into the colonial heartlands. The boats had the additional advantage of being able to go where larger ships, such as the patrolling French warships, could not follow.

Arnold's first aimed to sail up the James River to Richmond. From the 1st to the 3rd of January, his Legion torched every plantation or settlement they came across. The force landed at Westover Plantation on the 4th; it presumably was not torched as this had been owned by the Loyalist William Byrd III. The loyalist forces marched northwards toward Richmond to find a token force of 200 militia and a few cavalry guarding the town. Richmond was captured on 5 January,

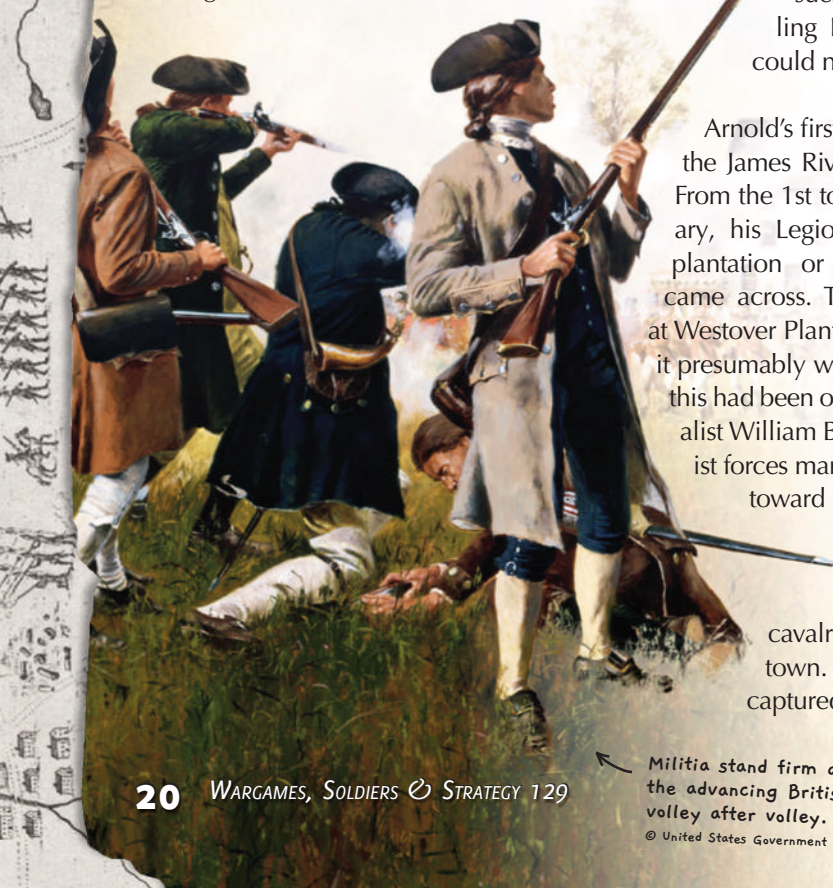
and Arnold wrote to the governor Thomas Jefferson, offering to spare the town in exchange for tobacco. When Jefferson refused, the town and the nearby Westham cannon foundry were put to the flame.

On the way back to Portsmouth, the local American militia commander, Sampson Mathews, started harassing the retreating loyalists, using hit-and-run skirmish tactics.

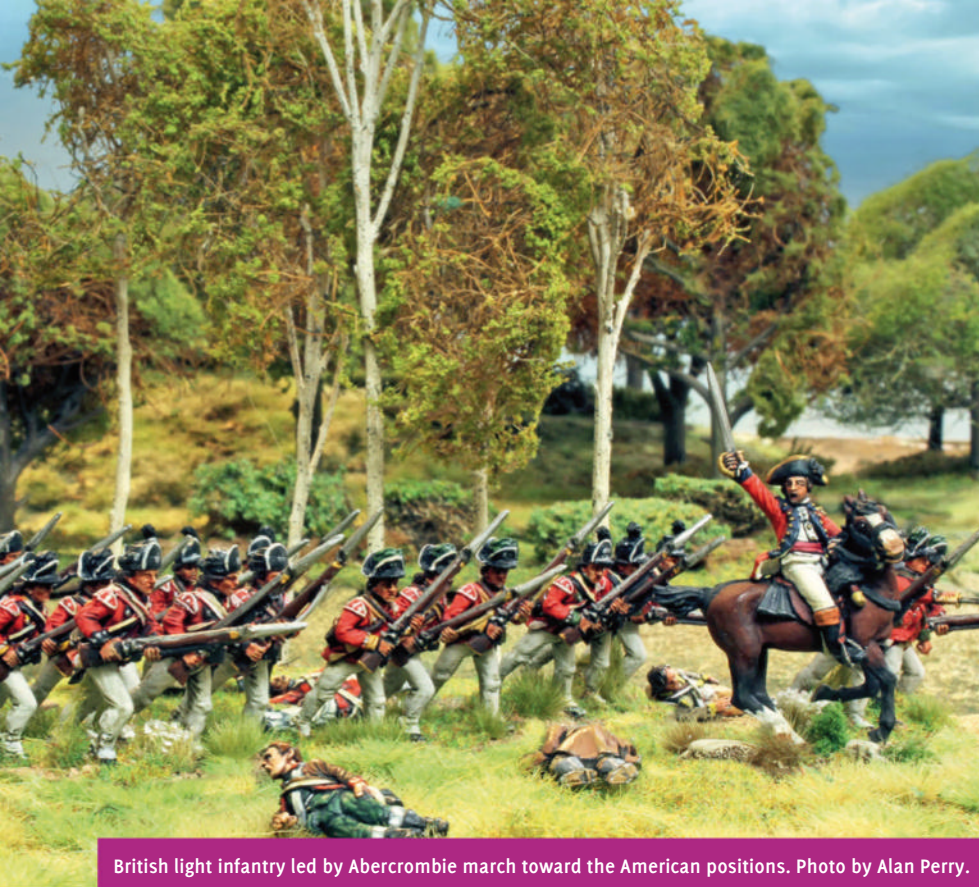
In early March 1781, Clinton ordered General William Phillips to reinforce Arnold with 2000 regulars; the transports set sail under the protection of eight ships of the line. The force was intercepted at Cape Henry on 16 March by a French fleet of eight ships of the line. Both fleets were mauled in the exchange of fire, but the French retreated, and the transports arrived unscathed.

Petersburg was chosen as the next target. Landing again at Westover, the British force saw off an attack by 500 militia. Trying to keep their enemy guessing, Phillips and Arnold crossed the James River, landed at Hopewell, and marched toward the towns of Blandford and Petersburg.

In command of the area was none other than Major Gener-







British light infantry led by Abercrombie march toward the American positions. Photo by Alan Perry.

al Baron von Steuben, the writer of the drill manual for the Continental Army. He was in Virginia to oversee the supplies and reinforcements to Greene.

Von Steuben guessed that the British would attack Petersburg. He estimated the enemy force at some 3000 men and reinforcements were a day's march or more away. Under his command, he only had a 1000 militia and a few cannon. While he could not directly defeat the British, he could delay them. He organised his men into two lines; with several prepared positions giving excellent firing lines. When the first line was in danger, it retreated back behind the second line and set up in the positions to the rear. When the second line was then in danger, it would retreat behind the first. Von Steuben's plan was to harry and slow the British before crossing the Pocahontas bridge on the Appomattox. Finally, the wooden bridge would be slighted to slow any British pursuit.

The battle started at 2:00 pm when the first British columns marched toward Blandford and formed up for battle.

## PLAYING THE BATTLES

At first, this would seem an unfair battle, pitching a 1000 mili-

tia against over 2500 trained soldiers. However, the American player has several advantages; the battle has begun and the British forces are still arriving and not deployed into battle formation, so in the initial engagements, the numbers are fairly even. The terrain meant that the British could only attack along a narrow frontage, limiting the number of men they could deploy. Phillips also made the unusual decision to commit the British infantry first while keeping Simcoe's Rangers in reserve; Arnold's

American Legion did not take part in the battle. This may have been British arrogance, wanting to take the victory spoils, or might have been an effort to keep Arnold's Loyalist troops in check after they burnt Richmond.



## The map

For larger scales, the game itself may have to be divided up into two tables, one showing the outskirts of Blandford and then the action around Pocahontas bridge. The complete map is shown here; while it might not be possible to recreate all of this on the wargaming table, it may be of use as a 'campaign map' to track outflanking manoeuvres and the like. The map also shows the narrowness of the American positions, anchored by the river on the left side and the terrain on the right. This gives the attacking British only a narrow corridor for the attack.

The streams are all boggy ground, so unsuitable for crossing except where a trail or road crosses them. The trails are all open. In the battle, Simcoe's attempt to outflank the Americans was hampered by the terrain and his men had to march around the perimeter of Blandford and Petersburg, by which time the Americans had started to withdraw.

The following orders of battle are worked out based on the information available on this battle; they have been adapted to fit common rulesets,



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## USING REBELS AND PATRIOTS

For *Rebels and Patriots*, treat the units as follows:

- British Light Infantry and Queen's Rangers – Light Infantry
- British Line – Aggressive Line Infantry
- Virginia militia – Veteran Line Infantry
- Loyalist infantry – Green line infantry
- Riflemen (American and Hessian) – Sharpshooter skirmishers
- Cavalry (American and Loyalist) – Aggressive light cavalry
- Light artillery (Queens) – Light artillery with limber
- Medium Artillery (American and British) – Medium Artillery with limber.

so I have used the term 'company' loosely. A company of men is assumed to be 100 (or a 'standard' unit for most games) and a small unit around 50 men (counted as a 'small' unit for most games). Von Steuben should be an exceptional commander (leadership 9). All the other commanders seemed competent, so should be rated as good (leadership 8). The amount of artillery in the game is tiny, but assume that two artillery pieces count as one on the table.

### The forces

#### AMERICAN DEFENDERS

##### Overall commander Von Steuben

##### 1st Line

*Left - Thomas Merriweather's regiment*

- 2 Companies of Militia
- 1 small unit of Rifles

*Right - John Dick's regiment*

- 2 Companies of Militia
- 1 small unit of Rifles

These units were set up in prepared cover on the ridge of a hill east of Blandford.

##### 2nd Line

*Left - Ralph Faulkner regiment*

- 2 Companies of Militia
- 1 small unit of Rifles

*Right - John Slaughter's regiment*

- 2 Companies of Militia
- 1 small unit of rifles

These units were set up in prepared cover on the eastern edge of Blandford on the western side of the creek.

##### Reserves on the north bank

*Goode's regiment*

- 2 Companies of Militia
- 2 artillery pieces (6 pounders)
- 2 Companies of horse (small)

*Note:* Historically, the reserves were kept on the north side of the Appomattox to prevent being outflanked.

#### BRITISH ATTACKERS

##### Army Commander – Phillips

##### Vanguard

*Colonel Robert Abercrombie*

- A small unit of Hessian Jägers (armed with rifles)

- A battalion of light infantry consisting of three companies

##### Main body

*May arrive after turn 2*

- 76th Regiment of Foot (MacDonald's Highlanders) consisting of four companies under Colonel John MacDonnell.
- 80th Regiment of Foot (Royal Edinburgh Volunteers) consisting of four companies.

*Note:* The 76th were a highland regiment and the 80th were a Lowland regiment.

##### Reserve

*May arrive after turn 2*

- 4 artillery pieces (2x 6lbr British and 2x 3lbr of the Queen's Rangers)

*May arrive after turn 4*

- 1 battalion of light infantry consisting of three companies.
- John Graves Simcoe's Queen's Rangers consisting of:
  - Three companies of light infantry
  - One small unit of riflemen
  - One small unit of light cavalry

*Note:* Arnold's American Legion were kept in reserve and did not take part in the battle. This force consisted of three companies of Loyalist line infantry and a small unit of light cavalry.

## CONCLUSION

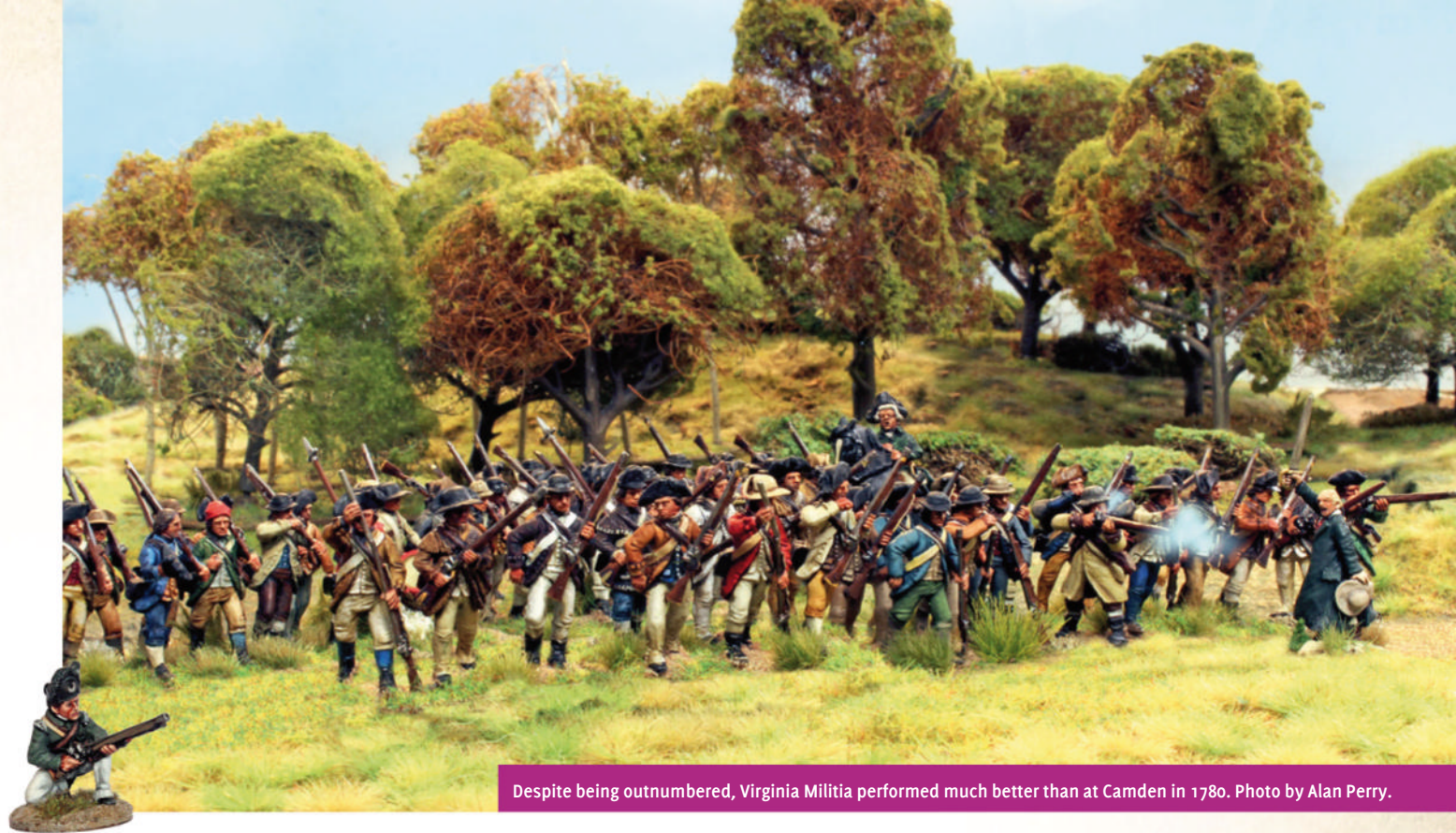
Despite being outnumbered, the American militia put up a strong resistance to the British advance. Retreating in steps, von Steuben managed a disciplined withdrawal across the Appomattox River, and avoided being outflanked by the Queen's Rangers. The bridge was slighted to slow any British pursuit. Most American casualties occurred when falling back across the bridge and slighting it.

Phillips' men searched Blandford and Petersburg and found no military supplies, apart from some tobacco for export, which was burnt. Unlike Richmond, no wanton damage was done to public or private property; the town was left intact.

Von Steuben's men retreated to Richmond, closely followed by the British. However, the actions of the

The Queen's Rangers grenadier company advances under cover of two six pounders. Photo by Alan Perry.





Despite being outnumbered, Virginia Militia performed much better than at Camden in 1780. Photo by Alan Perry.

militia had bought enough time for reinforcements to arrive, and the Marquis de Lafayette's forces were waiting. Seeing an equal force waiting for them, Philips and Arnold retreated, joining forces with Cornwallis's army

at Portsmouth. After the battle, Phillips soon became gravely sick and died on 13 May, leaving Arnold in command.

The facilities at Portsmouth were proving barely adequate, so Cornwallis

decided to move his army to the better harbour at Yorktown, where he thought his army could be better supplied by the Royal Navy. This would be a fateful decision. **WS&S**



## USING BLACK POWDER

Use the following stats for *Black Powder*. The *Rebellion* sourcebook provides an excellent guide to this period.

### British units

Unit	Type	Armament	Hand-to-hand	Shooting	Morale	Stamina	Special
Light infantry	Infantry	Smoothbore	6	3	4+	3	
Line infantry	Infantry	Smoothbore	7	3	4+	3	
Hessian riflemen	Infantry (small)	Rifled musket	2	2	4+	2	Sharpshooters, Skirmish
Queen's Rangers	Infantry	Smoothbore musket	6	3	4+	3	
Loyalist infantry	Infantry	Smoothbore musket	6	3	5+	3	
Loyalist cavalry	Cavalry (small)	Sabre	4	-	4+	2	Marauders
Light artillery	Artillery	Light smoothbore artillery	2	3/2/1	4+	2	Range 36"
Medium artillery	Artillery	Medium smoothbore artillery	2	3/2/1	4+	2	Range 48"

### American units

Unit	Type	Armament	Hand-to-hand	Shooting	Morale	Stamina	Special
Virginia militia*	Infantry	Smoothbore	5	3	4+	3	First Fire
Riflemen	Infantry	Rifle	2	2	4+	2	Marauders, Sharpshooters, Skirmish
Light cavalry	Cavalry (small)	Sabre	4	-	4+	2	Marauders
Medium artillery	Artillery	Medium smoothbore artillery	2	3/2/1	4+	2	Range 48", Marauders

\* In this battle, the Virginia Militia proved well-disciplined and were able to lay down accurate volley fire. The British were surprised when they simply did not run away.



THE BATTLE OF BOURLON WOOD, NOVEMBER 1917

# THROUGH THE MUD, BLOOD, AND TREES

In late November 1917, the British Expeditionary Force launched the Battle of Cambrai in an effort to dislodge the German defences known as the Hindenburg Line. German forces had withdrawn there at the beginning of 1917 to shorten their line, necessitated by the heavy casualties sustained in 1916.

By Alex Sotheran

**A**n attack with tanks would be mounted against the town of Cambrai in an effort to capture the Bourlon Ridge, which in turn would give excellent vantage across the German rear. The plan had grown out of an idea put forward by JFC Fuller of the Tank Corps, who was looking for somewhere to use the new Mark IV tanks that was not a shattered battlefield. This tank had been in service since mid-1917, and tanks themselves had only been used in battle since September 1916, so they were still a new weapon. The crews and infantry were still getting used to working together. Tanks easily bogged down on the shattered battlefields of Third Ypres. Cambrai, on the other hand, had been relatively unscathed and presented a potential for demonstrating the 'good' going of the 'Mud, Blood and Good' of the Tank Corps motto.

Fuller's idea of a tank raid had grown into a 350 Mark IV tank-assault on 20 November when the attack was launched. Working in close cooperation with infantry, they crushed barbed wire, filled in enemy trenches with fascines, and attacked strongpoints on the German line. The first day of the operation was a great success, and Cambrai became ever intertwined with the tanks. However, this is not the full story. By the second day of the Battle of Cambrai, only about half of the British tanks had survived, many being knocked out by German guns, and others had been abandoned due to getting stuck in trenches or mechanical failure. The tank was not a war-winning weapon yet, and in truth, it was down to the change in infantry tactics and scientific artillery methods that led to the British successes on 20 November.



After three days of heavy fighting, German counterattacks had left the British unable to capture Bourlon Wood, and the advance was now in a salient, exposed on the flanks to German fire. Units were relieved and a new attack was mounted, aimed at capturing the Bourlon Ridge along with the wood. These attacks were supported by more than 100 tanks and finally managed to gain the ridge, but were again stopped by the Germans. The final British push came on 27 November, which finally advanced beyond the ridge. This too was stopped by German counterattacks. The British soldiers began to dig in on 28 November.

This was not the end of the story. The German Second Army launched a counterattack on 30 November to retake the salient. This was the largest attack by the Germans that the British army had suffered since 1914 and it punched through the newly built British trenches and recaptured all the land that had been so hard won. Despite being pushed back to the start lines, the Battle of Cambrai had demonstrated that the new infantry tactics, combined with the developments in artillery, were capable of breaking in

A pencil sketch of the area around Bourlon wood, made roughly a year after the battle. The drawing gives a good sense of the widespread destruction, despite its rough nature.  
© Public domain





Tanks enabled a breakthrough in the German lines, but most were quickly destroyed or broke down.

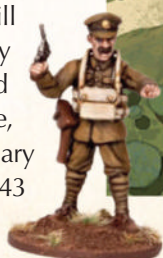
and through the toughest of German defences. This was something that was going to be shown more clearly during the Allied advances from August of 1918 onward. The war was not over, but it was closer to being won. More information on the Battle of Cambrai can be found in Bryn Hammond's excellent book *Cambrai 1917*.

## SCENARIO INTRODUCTION

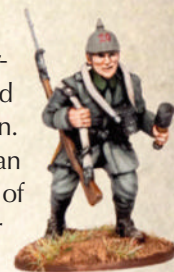
In this scenario, we are going to take a close look at the fighting in Bourlon Woods during the contest for the ridge by 40th Division. This scenario has been designed for *Through the Mud and the Blood (TMB)* or *Cocking up the Mud and the Blood (CMB)*, the *Chain of Command* First World War additions) but this scenario will work with whichever skirmish-scale First World War set of rules suits you. The fighting will take place around a small, brick-built hunting lodge, heavily damaged by artillery.

The attacking British infantry will consist of a platoon supported by two Mark IV tanks, a Male armed with two 6lber guns and a Female, armed with 4 LMGs. In February 1917, the training pamphlet SS143

had reorganised the British platoon into four sections, each with their own specialities and responsibilities on the battlefield. This manual was in use during the Battle of Cambrai. Although tank and infantry co-operation were instrumental in securing the early victories in November 1917, the difficulty of tanks traversing the shattered woods restricted their full potential in Bourlon Woods, and they were limited to using the firebreak tracks. Players may wish to take the tanks off the tracks but will face penalties if they do!



In their way is a platoon of German infantry, supported by a tripod mounted medium machine gun. The MMG and LMGs in the German defence line have a small amount of anti-tank capability. By November 1917, the Germans were using anti-tank ammunition in dedicated anti-tank rifles and artillery, but in this scenario, they have no access to these. However, they have a limited number of multiheaded grenades that can be used against the British tanks.



## Terrain

The game is played on a 4-foot by 3-foot table, which should be liberally covered in trees. As it is November, and having been shelled, the trees will largely be leafless. This is evident from photos taken shortly after the fighting. For this, I used Woodland Scenics tree armatures with no flock added, which gave a good effect. Do not worry if you do not have any; just use whatever trees you have. Firing within the woodland will give the defender light cover.

The wood was also overgrown and full of splintered trunks and branches, so movement within the wooded areas is subject to 1" off each movement dice used. Should the tanks be brave enough to enter the wooded area from the fire breaks, roll a D6 every time they activate. On a 6 they become bogged down and are abandoned. If you are playing *TMB*, then add a *Tank Corps Breakdown* card to the deck which will have the same effect if it is

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drawn before the *Time for a Sniffer* card whilst a tank is within the woodland area.

The woodland is split down the centre and across the middle of the table by firebreaks, which also have muddy tracks running along the length. The track has no effect on movement, but the firebreaks are treated as open terrain for movement. A small brick building should be placed where the two fire breaks intersect to represent the hunting lodge. This will provide heavy cover from small arms fire. The ground of the woods is undulating, and you can represent this with hills scattered liberally across the table if you wish to make the fighting even more difficult. These rises will block LOS from one side to the other.

Given the thick nature of the trees in the wood, visibility is reduced to 12" within the wooded areas but is unlimited along the fire breaks. Rifle grenades, however, may be fired at a target that the firer cannot see, as long as one other unit in the platoon can see it.

### Deployment

The British platoon enters on the southern edge either on blinds (*TMB*) or as part of their patrol phase (*CMB*). The Germans enter the northern edge of the table on blinds (*TMB*) or as part of their patrol phase (*CMB*). Both sides will begin their patrol phase with four patrol markers starting within 12" of another on their table edge. For purposes of setting up jump off points, the woodland is all classed as cover. The British will use at least one blind per section or per two tanks, but are

free to divide their forces amongst more blinds if they wish, including having two extra dummy blinds. The Germans will have at least one blind per Gruppe and per MMG, but like the British, may split their forces amongst more if they wish. The Germans will also have an extra dummy blind on top of the amount they have for their forces.

## VICTORY CONDITIONS

The British player must either reduce the German Force Morale to zero or get at least two sections or one tank off the northern table edge to win. The Germans must stop this by any means.

## FORCES

In the force lists I have noted the command levels for both *TMB* and *CMB*. For each of the leaders/Big Men, the value before the slash is for *CMB*, the value following the slash is for *TMB*.

### British

- HQ: Lieutenant with pistol (Senior Leader/Level III) and Sergeant with a rifle (Senior Leader/Level II)
- Section A of 9 Men: 1 x Corporal (Junior Leader/Level I), 8 x Rifles
- Section B of 9 Men: 1 x Corporal (Junior Leader/Level I), 5 x Rifles, 3 x Bombers
- Section C of 9 Men: 1 x Corporal (Junior Leader/Level I), 4 x Rifle Grenades (2 crew each)
- Section D of 9 Men: 1 x Corporal (Junior Leader/Level I), 6 x Rifles, 1 x Lewis Gun (2 crew)
- Mark IV Male Tank 1 x Senior Leader\*, 2 x 6lber guns, 2 x Lewis guns
- Mark IV Female Tank 1 x Senior Leader\*, 4 x Lewis guns

*\*In TMB the tanks will operate on their own individual tank cards*

Off table Stokes Mortar Battery. This can be signalled by firing a Very flare on a command role of 1. A second roll of 1 will allow the barrage to either fire a ranging shot or the full barrage as per the *Chain of Command* off-board mortar rules. In *TMB*, add a mortar card to the deck when a Level III Big Man uses all his activations to signal the battery with a



The British infantry, supported by as Vickers MMG battery and watched by the staff, prepare to go over the top.



The 'Poor Bloody Infantry' bore the brunt as always, but were able to hold their own in the fighting at Bourlon.







Cambrai demonstrated the start of combined arms, with infantry, artillery, and armoured vehicles playing their part.



Very flare. The mortar will fire when the mortar card is next drawn. The mortar will cover an area of 18" x 18," blocking LOS and pinning any unit under the barrage, hitting with 4D6 firepower.

#### German

- HQ: Leutnant (Senior Leader/Level III)
- Gruppe Ein of 11 Men: 1 x Gefreiter (Junior Leader/Level I), 8 x Rifles, 2 x Grenadiers, the Gruppe also has access to 1 x multiheaded grenade
- Gruppe Zwei of 11 Men: 1 x Gefreiter (Junior Leader/Level I), 8 x Rifles, 2 x Grenadiers, the Gruppe also has access to 1 x multiheaded grenade
- Gruppe Drei of 11 Men: 1 x Gefreiter (Junior Leader/Level I), 8 x Rifles, 1 x Maxim 08/15 LMG + AT rounds (2 crew)
- Gruppe Vier of 11 Men: 1 x Gefreiter (Junior Leader/Level I), 8 x Rifles, 1 x Maxim 08/15 LMG + AT rounds (2 crew)
- Support Gruppe: 1 x Maxim MMG with 5 crew + AT rounds

The multiheaded grenades and AT ammunition act as in the rules. The multiheaded grenade bundle may be used by any



man in the Gruppe that has access to it, but is a one-shot weapon.

The Germans may be provided with trenches if the players wish. There should be enough for each Gruppe,

including the MMG, but they will only provide light cover (given the artillery damage and the hasty dug nature of them). If they are dug within the woodland, this will increase to hard cover. **WS&S**

#### Through the Mud and the Blood starting cards

British	German	General
British Blinds	German Blinds	Time for a Snifter
Big Men	Big Men	
Command Initiative I x 1	Command Initiative I x 1	
Command Initiative II x 1	Command Initiative III x 1	
Command Initiative III x 1	MMG Bonus	
2 x Tank Cards		
Up and At 'Em!		
Off table Mortar		
Tank Corps Breakdown		



#### ADAPTING THE SCENARIO FOR OTHER RULESETS

Use the scenario and orders of battle as they are for *Blood and Valor* or *Warhammer Great War*. For *B&V*, treat the multiheaded grenades as grenades which can affect tanks. Use the standard grenade rules to hit; the tank remains at Resolve 6, it is not reduced to resolve 9. For each result of 1 during the resolve test, the attacking player makes 1 roll on the Lucky Hit Table. For *WGW*, treat the multiheaded grenades as Strength 7 against tanks.

The Bourlon Wood scenario is an ideal candidate to be played on a smaller scale with *Flames of War: Great War* or *Square Bashing*. Use the force lists here as a guide and treat every section as a platoon. If you wish to make it more of a battle, double the number of tanks but balance this out by giving the Germans a battery of 7.7 cm FK 16 guns.



## THE DISASTROUS BATTLE FOR ASSE – 18 MAY, 1940

# ENEMIES ON ALL SIDES

The withdrawal of the BEF from its initial position on the River Dyle in Belgium to the River Escaut never made it into the *Rapid Fire Blitzkrieg Battlegames* scenario book. A withdrawal whilst in contact with the enemy is a challenging manoeuvre, and the BEF's solution was to screen the retreat with its 1st and 2nd Armoured Reconnaissance Regiments.

By Richard Marsh

**T**here was something about this withdrawal that sparked my imagination. Initially stumped by a lack of information, I later came across detailed research on the WW2 Talk site concerning the 15th/19th Hussars' disastrous encounter with the enemy at Asse. This led to the unearthing of more information, including the Hussars' war diary for this period. What follows is the end result.

### SCREENING THE BEF

The 15th/19 Hussars were on the far left of the British screen. After covering roads west and northwest of Brussels, they were ordered to move north to a position east of the small town of Asse at 08.45 on 18 May. There, the unit was to delay the German advance, buying time for Belgian units further north to pull back. Equipped only with ma-

chine gun-armed Mk VIB Light Tanks and Scout Carriers, it was a fast, armoured unit, but with a limited amount of infantry.

Advancing against it was the German 19th Infantry Division, which, due to its dependence on feet and horses, led its advance with a *Vorausabteilung* (advanced battalion). This was made up of the division's few motorised elements, a handful of light armoured cars, cycle-mounted infantry, anti-tank guns, and elements of the reconnaissance battalion. Despite being infantry against armour, the speed of the German spearheads, a lack of intelligence on enemy movements, and dire communications between the Allies, meant the Hussars were at a distinct advantage.



Unbeknownst to the Hussars, German forces had already penetrated between Asse and the rest of the BEF, which was temporarily holding the line of the River Dender a few miles to the west. The Hussars' ability to detect these enemy movements was limited by the main east / west road on the northern boundary of their position being 'exclusive' to the 15th/19th. In the military jargon of the time, this meant that they were excluded from its use, the road being solely for the retreating Belgians. Unfortunately, the Hussars never made contact with the Belgians, as they had probably withdrawn before the British even arrived.

### DISASTER AT ASSE

What followed was a disparate and confused battle because, as the Hussars' war diary states:

*...the Regiment never had a chance to occupy this position at all, as practically simultaneously with our arrival all squadrons became heavily engaged with the enemy who was following up our retreat very closely...*

From 11.00, German units began to arrive from all directions; bicycling infan-







An 'aggressively-handled' Pak 36 from Vorausabteilung Marcks knocks out a Mk VIB near Vrijlegem.

try, anti-tank guns, and armoured cars. Two of C Squadron's patrols claimed that they were engaged by enemy tanks, despite there being no panzer units in that part of Belgium. This is hardly surprising, as the shock of the Blitzkrieg panzer thrusts had traumatised the Allies; everyone was expecting armour to spearhead every attack.

This fear was compounded by the aggressive way in which German anti-tank guns were handled. Although their weapons were puny 37mm 'doorknockers,' the panzerjagers took an offensive stance, pushing their guns forward to engage and, it would appear, often surprising the British light armour and carriers.

The 15th/19th was supposed to receive support from the 4th Gordon Highlanders Machine Gun Battalion, an artillery battery, and an anti-tank battery. But in the confusion, only a few machine guns and an artillery forward observation officer made themselves known to the Hussars. When asked to target suspected enemy movement on the road supposedly in use by the Belgians, the FOO declined, as it exceeded his allowed arc of fire. His orders stated that this road was in use by allies.



The focal point became the town of Asse, which A Squadron discovered had been infiltrated by German units. The Hussars' war diary continues:

*"As Squadron Headquarters entered the town Major Frith's tank was destroyed by an anti-tank gun and he and his crew were killed. After twenty minutes of street fighting...every AFV of this force had been knocked out and the fighting developed into individual actions by small bodies of survivors."*



The 15th/19th Hussars are ambushed by German recce troops in the streets of Asse.

The outcome of the battle was tragic for the 15th/19th Hussars. Only C Squadron eventually reached safety across the Dender. Ordered back to secure the regiment's designated bridge at Leuvenstraat, it was warned off and diverted further south to Liedekirke. B Squadron was less fortunate and, after the order to withdraw was given at 13.00, was largely destroyed by German forces blocking the Leuvenstraat road. The ill-fated A Squadron, as already recounted, was cut to pieces in Asse with few survivors. The Regimental HQ, attempting to reach the river by side roads, was forced to abandon its vehicles, and the personnel were captured. Poignantly, an officer from A Squadron managed to escape and reached Ostend in civilian clothes, but was drowned when his evacuation ship was sunk.



## REPRESENTING ASSE ON THE TABLE

I wanted to capture the tension of the Asse encounters; that the enemy could pop up at any time and not necessarily from the expected direction. I also wanted to fit it all on a 6' x 4' table. As I mulled over the options, the biggest puzzle was how to represent the Germans' potential appearance in Asse, behind the British positions and where the 15th/19th's CO had actually met his brigadier only a short while before the shooting started.



The answer I came up with was to forget the normal approach to bringing units onto the tabletop. If you consult the map, you will see that the German entry points are spread around the perimeter. Each one is numbered. Where units enter, is determined each move by adding up two D6s. In fact, I decided that one entrance per move would make the game too ponderous, so on each move *after* move 2, the German player can throw two D6 twice and bring on two units... until all the options are used up. To balance

this restriction, the German player has a free choice of what comes on at the selected points (though these

must be chosen from the available units in the German order of battle).

Conversely, the British are given no choice at all. Their entry points are based on the historical facts gleaned from the 15th/19th's war diary, with most of the unit entering on move 1 and B Squadron on move 2. Add these two conditions together, and you end up with some extremely challenging decision-making for the British player.

So, with the basic mechanics sorted (and I hope they were more complicated to explain than carry out), I had to decide what to do about the supposed British supporting units. These definitely existed, but in the chaos of the withdrawal, as stated earlier, they

were not easy to locate. I dismissed the 2pdr-armed anti-tank unit out of hand as it was never contacted by the 15th/19th and its lack of HE would have limited its use against German infantry. Secondly, I took the more controversial decision to also omit the artillery. Apart from the 'limited arc of fire' issue mentioned earlier, there is no mention of them being able to offer any useful supporting fire to the Hussars. They are also known to have reached the safety of the BEF's lines.

This just left the Gordons' machine guns, and as they are mentioned in the Hussars' war diary, I allowed two guns to be already in position on the table, but for their positions to be decided by chance, as for the Germans.

## THE GAME

The game represents the various skirmishes in the area northwest of Brussels between the 15th/19th Hussars Armoured Reconnaissance Regiment and the 19th Infantry Division. Although German accounts suggest elements of at least two of the 19th's regiments (IR 73 and IR 74) engaged the 15th/19th Hussars, I have focused on Vorausabteilung Marcks as this was assembled to lead the assault and is recorded as having fought off a British armour counterattack.

The game is played on a 6' x 4' sized table, although it could be enlarged proportionately if the space is available. 6' x 4' will be fine for 28mm.

## Scaling

We played *The Battle for Asse* using 20mm-scale figures and vehicles and *Rapid Fire Reloaded* rules. *RFR* scaling is normally 1:15 for figures and 1:5 for vehicles, guns, and heavier infantry support weapons. However, this scaling is very flexible, and I opted for 1:5 for both infantry and vehicles. This allows the 15th/19th Hussars to be represented by a reasonably strong force without overloading the small table. It gives the German player platoons of approximately 10 figures each, with some attached support weap-







Some lucky dice rolls have massed the German reinforcements near Asse, very much to C Squadron's dismay!

ons; not overwhelming but also not easily dismissed. If you normally play 1:1 scale games you'll soon adjust to this different scaling.

## Scenery

For this game, clutter is good. The network of minor roads, passing through a host of small villages with Asse as the nodal point, gives many directional options. The many buildings give much needed points of resistance for the British, but players could reduce the number if they do not have enough, if their buildings are bigger, or if they are playing in a larger scale. Hedges and woods give additional cover from fire and observation, and along with the stream, they slow cross country movement.

## Orders

### German

Drive the enemy out of this area and eliminate as many of them as possible.

### British

Patrol the area and delay the enemy's advance to the west.

## Deployment

### BRITISH

#### Move 1

- Squadron enters at B1 to patrol the southern half of the table



- C Squadron and RHQ enter at B3, the former to patrol the northern half of the table, the latter to initially base itself in Krokeghem.
- Roll a D6 for the starting point for the Gordons' MMGs and trucks.
  - 1,2 Kobbeghem
  - 3,4 Velm
  - 5,6 Vrijlegem

#### Move 2

- B Squadron enters at B2 and forms a regimental reserve.

*Note: Units entering the table may only move a maximum of 12".*

### GERMAN

From move 2 you may throw 2 x D6 twice each move. Add each pair of

throws together (e.g. 5 + 2) to give a number for one of the German entry points (i.e. G7) marked on the edges of the map. You may bring on any two of the units listed in the ORBAT (A - J) at the corresponding entry points, but only one at each point. Repeat each move until all your units are on the table. They can only appear on the table once and may not move more than 12" on their first move.

## Special rules

- The woods are open.
- All buildings start the game intact.
- There are no height advantages for observation.



The tables are turned on the Germans as C Squadron springs a trap on a German column.





B Squadron makes a stand, preparing positions between Mollem and Velm. Is the enemy already behind them?



- German guns may be unlimbered ready to fire at an entry point if an enemy unit is seen within 12".
- If an entry point is blocked by enemy forces, the German unit concerned may move to the next nearest entry point after a one move delay. However, if the original entry point is next to a building or buildings, infantry

may instead infiltrate into these after a one move delay.

**Morale:** Because of the small units, I've removed morale tests, except for our *RFR* 'hero' tests for tanks versus infantry and infantry AT weapons.

**Movement:** The stream (Kloosterbeek) is a linear obstacle for tracked vehicles and impassable for wheeled vehicles.

**Firing:** In *RFR* British Carrier crews consist of three figures on one base; all three need to become casualties in the same move before the base is eliminated. If using other rule sets, keep this 'three casualties or no casualties' rule as it gives the British infantry vital resilience. In *Reloaded*, Carrier crews gain a firepower advantage due to their greater allocation of Bren guns.



## Victory conditions

### British

Engage the Germans for 12 moves, then disengage and exit at BX1, BX2 or BX3 with a minimum of 4 light tanks and 5 scout carriers and/or their crews.

If exiting at BX1, the British must roll a D6. They are eliminated on an odd result, due to the risk of ambush on the road to the Leuvenstraat Bridge.

### German

Engage and destroy 4 or more enemy light tanks and 5 or more scout carriers and/or their crews. **WS&S**

## ORDER OF BATTLE

### British

#### 15TH/19TH HUSSARS

##### Regimental HQ

- Mk VIB Light Tank (HMG)\*
- 3 figures, Scout Carrier, ATR\*\*

##### A Squadron

- 2 x Mk VIB Light Tanks (HMG)
- 9 figures, 3 x Scout Carriers, ATR

##### B Squadron

- 2 x Mk VIB Light Tanks (HMG)
- 9 figures, 3 x Scout Carriers, ATR

##### C Squadron

- 2 x Mk VIB Light Tanks (HMG)
- 9 figures, 3 x Scout Carriers, ATR

#### 4TH GORDON HIGHLANDERS (*Machine Gun Battalion*)

##### 1st Company

- 6 figures, 2 x Vickers MMG, 2 x 15cwt trucks

\* Heavy machine gun armament

\*\* Anti-tank rifle

### German

From move 2 onwards:

#### VORAUSSABTEILUNG MARCKS (*19th Infantry Division*)

##### A. Heavy Recce Company

Kfz 13 armoured car (MG)\*, 3 figures, PAK 36 37mm AT gun, light truck

##### B. Recce Platoon

12 figures (bicycles), ATR

##### C. Recce Squadron

10 figures (cavalry), 3 figures, 75mm infantry gun, horse tow.

##### D. Company HQ

CO + 4 figures, 50mm mortar, medium car.

##### E. Platoon

13 figures, MMG, truck, 3 figures, PAK 36 37mm AT gun, light truck

##### F. Platoon

12 figures, ATR

##### G. Platoon

13 figures, MMG, 3 figures, PAK 36 37mm AT gun, light truck

##### H. Pioneer platoon

10 figures, flamethrower, truck

Reinforcements from move 8 onwards:

##### I. Platoon

10 figures

##### J. Platoon

10 figures

\* Machine gun armament (*Classed as VMG in Rapid Fire Reloaded*)





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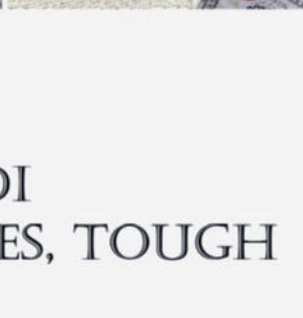
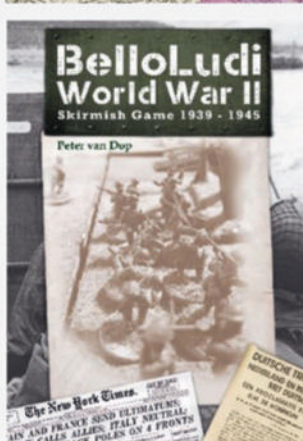
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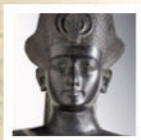






No written sources exist for the peoples that lived in Northern Europe and Scandinavia during the Bronze Age, so we can only speculate about the battles that must have taken place. Still, archaeology offers some tantalizing clues about warfare in these cultures: the Veksø helmets were discovered in a peat bog in modern-day Denmark. Dating to sometime before 857 BC, they were almost certainly left there as part of a ritual deposit.

© The Danish National Museum



**Rameses says:**

#### PAY TO PLAY

*Mercenary troops can be just as loyal or more loyal than your own troops. When I defeated and captured the Sherden pirates, I took these veteran fighters and made them my personal bodyguards.*

Fragment from the so-called Stele of the Vultures, showing a heavy infantry formation with shields. Dating to 2600–2350 BC, it was carved to celebrate the victory of Lagash over its neighbour, Umma. The stele fragments were discovered in the ancient city of Girsu, which is located in the southern part of modern-day Iraq.

© Eric Gaba / Wikimedia Commons



## IDEAS FOR WARGAMING HISTORY'S EARLIEST CONFLICTS

# BATTLES IN BRONZE

In Europe, the Near East, Africa, and parts of Asia, the Bronze Age began in the last third of the fourth millennium BC (ca. 3300 BC) to 700BC. It saw (unsurprisingly) the increased use of bronze. This went hand in hand with the development of writing, increased urbanization and the development of the first empires. It is an age that offers many varied and exciting possibilities for wargaming.

By Murray Dahm

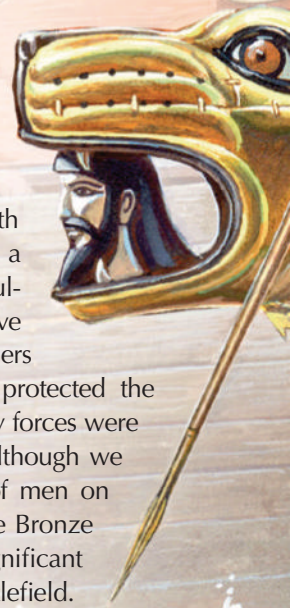
**D**uring the Bronze Age, ancient peoples began to smelt copper and alloy it with tin to produce a metal that was harder than copper by itself. Tin was relatively scarce, so trade networks for it developed in order to meet the demand. The impact of this new, harder metal was evident in tools and the things they could produce: in culture, art, and especially in weapons. Warfare, therefore, became far more formalized and organized. Indeed, it is in the Bronze Age that we see the very first armies and the first historically recorded battles. Iron was readily and widely available, but smelting technology needed to advance before iron could be crafted into tools and weapons. Even when iron eventually surpassed bronze, many tools, weapons, and pieces of armour continued to be made of bronze.

The first Bronze Age cultures, such as Sumer and, later, the Hittites and Egyptians, were renowned for their armies and for those armies carving out great empires. Technology often via spread conquest. The Hyksos (who ruled in Egypt from the mid-seventeenth to mid-sixteenth century BC) probably introduced the chariot, the composite bow, and perhaps bronze weapons to Egypt. Nonetheless, when the Egyptians expelled the Hyksos in ca. 1550 BC, the Eighteenth Dynasty saw the most successful period of Egyptian military expansion. This expansion included the 'first' historical battle of


Megiddo – fought in ca. 1479 BC under Egypt's greatest military Pharaoh, Thutmose III (r. ca. 1479–1425 BC).

To many, Bronze Age warfare is synonymous with the chariot. Arguably, it made the first empires made possible. Infantry remained the most numerous in most armies, however. These included heavy and light spearmen along with archers, many using the composite bow. Chariots (or earlier war wagons) made up the mobile forces of armies. Theories on the form that chariot warfare took tend to fall into the mobile archery (or missile) platform and battle taxi school (where men would dismount to fight), although some argue that spearmen could fight with thrusting spears from a chariot bed. Many cultures also seem to have had chariot runners who screened and protected the chariot. Large cavalry forces were a later innovation, although we do have evidence of men on horseback during the Bronze Age, but not in significant numbers on the battlefield. These men were either scouts, or may have ridden into battle in order to dismount and fight.

The cost of making bronze may have led to the noble classes of warriors







The end of the Mediterranean Bronze Age was marked by a period of extreme instability. An enigmatic group known only as the 'Sea People' raided targets in Anatolia, the Greek islands, and even Egypt (shown here). Their exact background remains somewhat unclear, but they appear to bear some resemblance to the Mycenaeans and other Greek cultures of the period.

© Igor Dzis





### Muwatalli says:

#### FIGHTING ON THE FLANK

*At Kadesh, both the Egyptian forces and my Hittites had over 2500 chariots each. I used the manoeuvrability of my chariots to catch the Egyptians in a flank attack, which almost succeeded. Be aggressive with your chariots!*



### Ramesses says:

#### FIGHT ON FOOT

*While Muwatalli II's flank attack with chariots at Kadesh nearly succeeded, I was able to fall back on my infantry and await reinforcements, while the Hittites had left their infantry behind at camp. Don't forget to use your infantry to best effect and always support your chariots.*

Detail from the Standard of Ur, an ancient Sumerian object dating to the third millennium BC. This box-shaped artifact is inlaid with different scenes on its various sides: one famously depicts the army of king Ur-Pabilsag before and after a small battle. It is a rare and incredibly detailed visual source that gives us a clue as to how some of the earliest known warriors dressed and fought.

© Karwansaray Publishers



Fragment of a sixteenth-century BC Mycenaean bronze sword. Its hilt has been decorated and inlaid with lapis lazuli.

© Gary Todd / Flickr



seen across many societies. Indeed, most later cultures continued to organise their armies based on wealth classifications. Perhaps the wealthiest men were those who could afford the most bronze and horses for chariots. We also see such men with retinues that probably made up the earliest 'regiments', organized into fighting groups within larger societies. There were probably no formalized standing armies. This, in turn, led to the emergence of what we term tactics – war was no longer simply a group of warriors fighting one another with the prowess of the 'best' fighters superseding everything else; now coordination between light and heavy troops and chariots, as well as different kinds of weapons, began to evolve.

Fortifications for cities also seem to have expanded, although the most famous depictions of sieges come from later. However, with now highly mobile armies on the prowl, a good defence for a community could be a wall that an enemy army could not easily penetrate or climb, and gates that could be closed so they could not enter. Siege warfare was not far off.

### CHOOSE YOUR BATTLE

Speaking of famous sieges, several battles of the Old Testament fall into the Bronze Age. The battles in the books of the Pentateuch (Genesis, Exodus, Leviticus, Numbers, and Deuteronomy)

occurred in the Bronze Age. These include the battles of Siddim, Crossing the Red Sea, Refidim, and the wars against Bashan and the conquest of Canaan. You can – if you wish to date them to the earlier Bronze Age – also replay several other biblical battles. The battles of Gideon and the conquest of the Midianites are good examples.

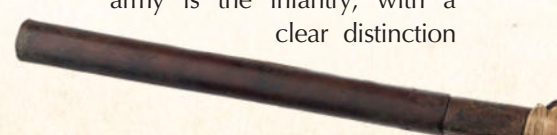
Egyptian history gives us the battle of Kadesh (fought in ca. 1274 BC) between Ramesses II and the Hittite Empire, perhaps one of the most famous of all ancient battles. It has all the elements of later warfare – regiments of troops, chariots, infantry, archers, reinforcements, and tactics (including false deserters). Of course, there were battles prior to the ones mentioned here, but we don't know very much about them. Nevertheless, you can easily field a Sumerian Army, or one from Babylonia, Assyria, or a multitude of other cultures (Akkadian, Elamite, Caananite, early Israelite, Mitanni, Oxus, Mari, the list goes on).

In terms of Greek warfare in the Bronze Age, you can re-fight the Trojan War between the Achaeans and Trojans, using the historical period rather than the Archaic-era warfare Homer describes in his epic poetry. In China, any warfare from the Shang and Zhou dynasties falls into the Bronze Age. The Neo-Assyrian Empire, one of the greatest empires of the ancient world, falls just outside the Bronze Age.

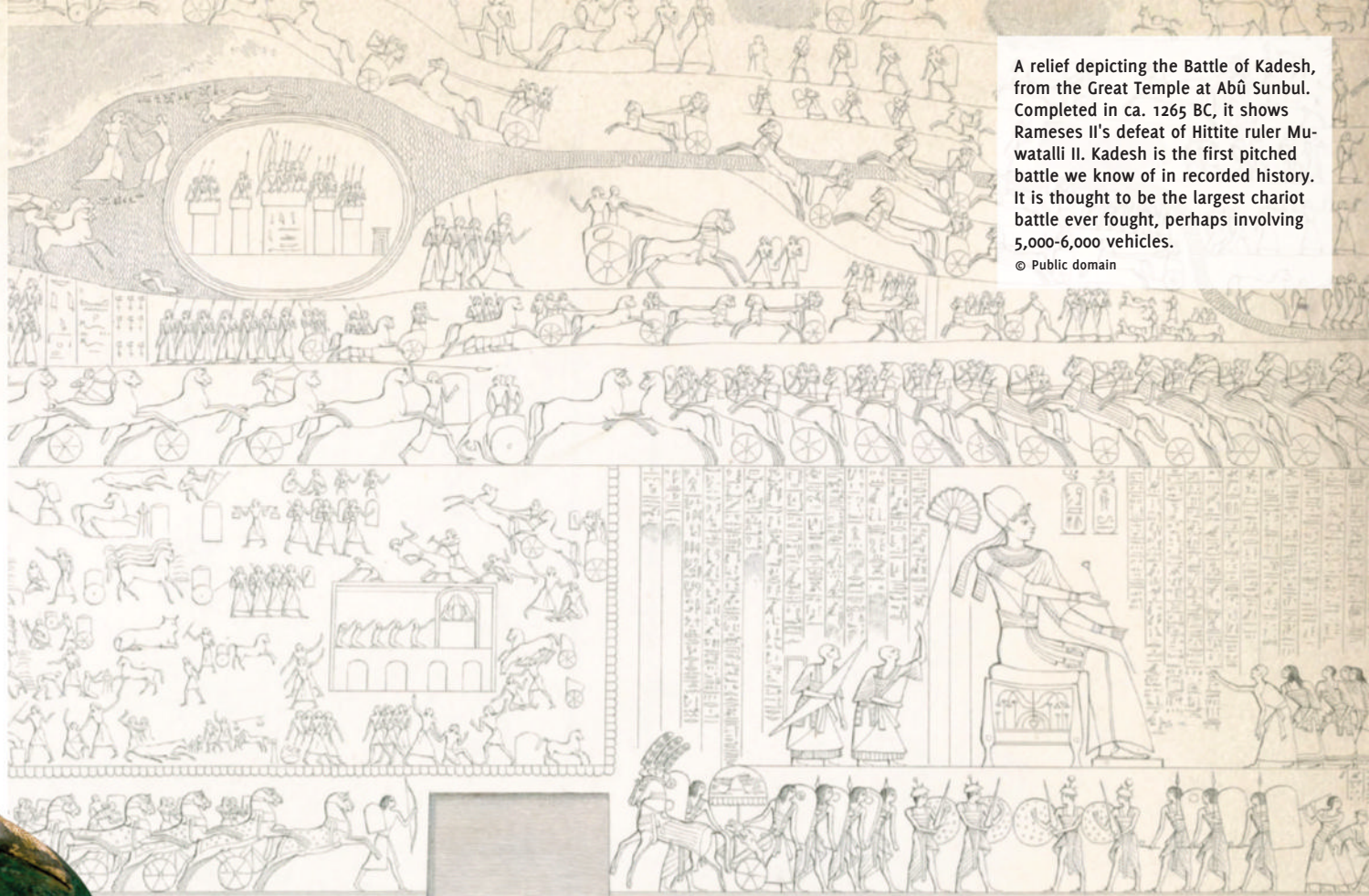
### WARGAMING THE AGE OF BRONZE

There are many books and guides you can find that will help you start putting together a force for Bronze Age wargaming. Colourful and unique costumes can play an important role in these early armies – let's not call them uniforms yet! This is not a 'regimented' period, and it allows the gamer a fair bit of freedom with their painting palette. The use of bronze for weapons and armour just adds to the spectacle.

The main body of any Bronze Age army is the infantry, with a clear distinction







A relief depicting the Battle of Kadesh, from the Great Temple at Abū Sunbul. Completed in ca. 1265 BC, it shows Rameses II's defeat of Hittite ruler Muwatalli II. Kadesh is the first pitched battle we know of in recorded history. It is thought to be the largest chariot battle ever fought, perhaps involving 5,000-6,000 vehicles.

© Public domain



An ornate Elamite helmet, dating to 1500-1100 BC. It is decorated with gold-covered depictions of protective deities. It may have been used in combat, or only filled a ceremonial role.

© The Metropolitan Museum of Art

emerging between different infantry roles. The spearman with shield (and possibly armour) fighting in close formation provides the core, with skirmishers armed with javelins and slings as support. There is evidence of light infantry fighting in a dual role as well. Most civilizations had access to bows, so these should be fairly common in most armies. Some armies had also developed what may be 'break-through' forces, armed with a heavier two-handed axe or its equivalent (such as the Egyptian Epsilon axe).

There's also the proverbial elephant in the room: chariots! They provide a Bronze Age army with a dynamic edge, and provide an alternative to relatively static infantry-only forces. Chariots are useful for speedy manoeuvres, or outflanking and breaking through the enemy lines. They are, however, potentially vulnerable to enemy skirmishers, so having some

of your own skirmishers in the form of chariot runners to help protect them makes good sense. Cavalry was still very much in its infancy, so in general, you shouldn't ever have more than a few mounted scouts on the table.

The Bronze Age is also a great period for mixing different allies and mercenaries into your army. Exotic units like the Sherden Guard can add a lustre to a force. Also a unit of unspecified bowmen could probably be reused in several armies (Egyptian, Hittite, and Hebrew) without batting too much of an eyelid. So, a single unit can go a long way in your games.

There's a lot we don't know about the battles and campaigns fought during the Bronze Age – but you should try to see this as an opportunity rather than a disadvantage. Using what we DO know from archaeology and the limited written sources, you are in a perfect position to let your imagination run wild: feel free to fill in the many historical blanks using the varied and distinct armies that existed during the period. Why stick with dull iron, when you can go for brazen bronze! **WS&S**

**Muwatalli says:**

**WATCH THE WHEELS**

*Your chariots are vulnerable to the missile fire from skirmishers, which can whittle your forces down. Use your chariot runners to drive off enemy skirmishers and allow your chariots to freely advance.*



The Mycenaean Warrior Vase was found by Heinrich Schliemann on the acropolis of Mycenae. Dating to the twelfth century BC, it is contemporary with the Trojan War, and thus a useful source for arms and armour from the time.

© Zde / Wikimedia Commons



An Egyptian battle axe dating to ca. 1981-1802 BC. This type of large, crescent-shaped axe appeared in the First Intermediate Period and was designed specifically for use in warfare.

© The Metropolitan Museum of Art



# GAMING THE WESTERN EUROPEAN BRONZE AGE

## THE RIDDLE OF BRONZE

The Sumerians, Egyptians, Hittites, Mycenaeans, and Babylonians kept written records in clay, or made inscribed monuments in stone. Although only a fraction of their records survive, there is enough to piece together a narrative (albeit one with holes). For much of Europe, we have no written records; nothing but the archaeology and some educated guesswork. That is the riddle that historians are grappling with.

By David Davies

**T**in is a vital component in the production of bronze. Its addition to copper reduces the melting point of the metal. The resultant alloy is smoother, flows when liquid, and can be cast, and is denser when it solidifies, making for a much harder material than basic copper. To the average Bronze Age farmer, the smith must have been like a magician, turning rocks into amazing and gleaming objects.

As metals go, tin is relatively rare in Europe and the Middle East. When

the local supplies of tin in the Eastern Mediterranean and the Middle East began to run out, new trade networks developed to seek out new sources. This, in turn, undoubtedly drove the development of European Bronze Age cultures. Trade contacts extended from Sweden to the Mediterranean.

There are several large deposits of tin in Western Europe: the Ore Mountains (Erzgebirge) on the border between Germany and the Czechia; in northern Portugal and Spain; in Brittany, France; and Devon and Cornwall in southwest Britain. It is known that traders from the Levant es-

tablished trade routes and settlements along the coast of the Mediterranean and out into the Atlantic as early as 2000 BC.

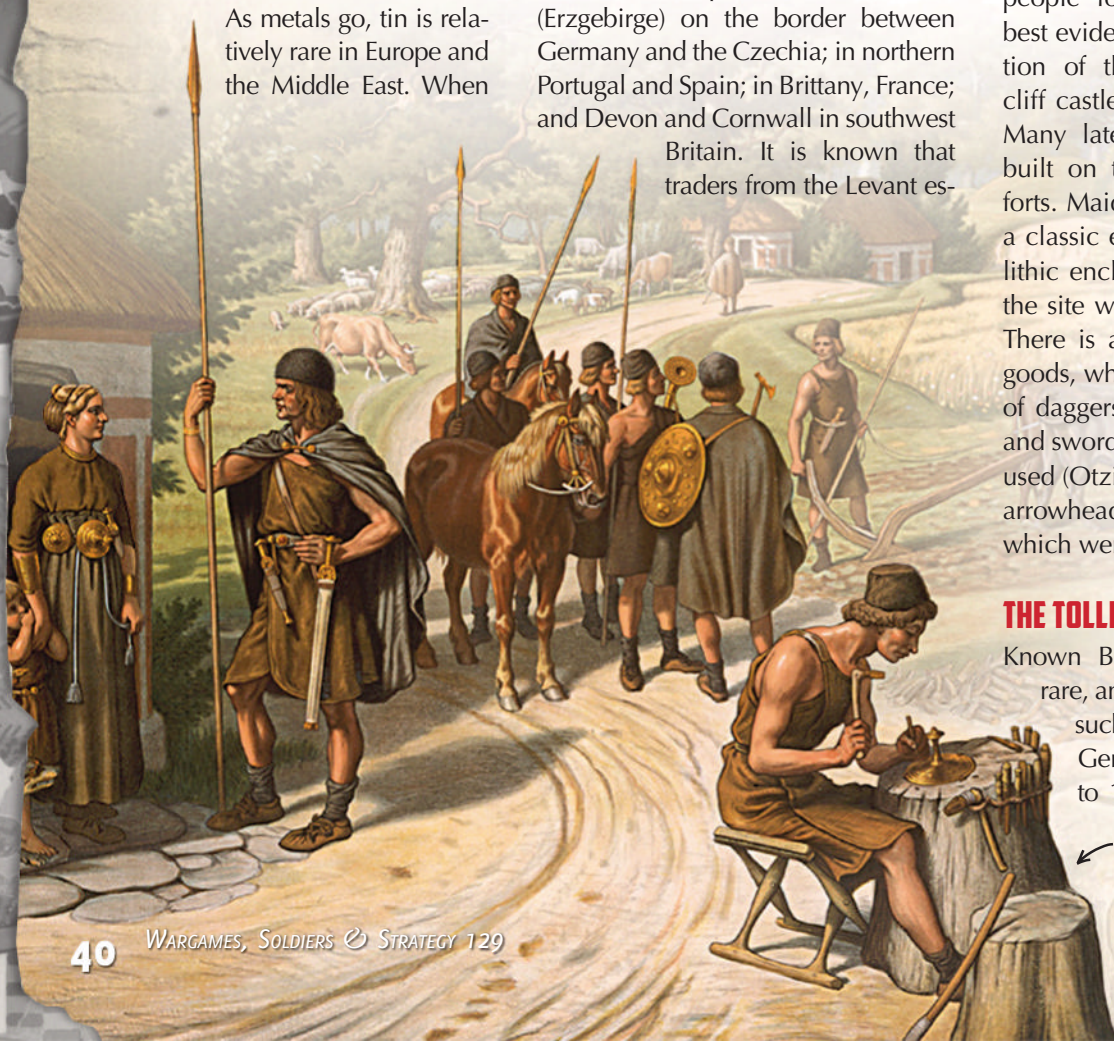
As populations grew, inter-tribal conflict appears to have also risen, as people fought over resources. The best evidence for this is the construction of the first hillforts, ringforts, cliff castles, and circular enclosures. Many later Iron Age hillforts were built on top of earlier Bronze Age forts. Maiden Castle in Dorset, UK is a classic example. Starting as a neolithic enclosure in around 3500 BC, the site was expanded several times. There is also the evidence of grave goods, which include a vast selection of daggers, javelin and spear heads, and swords. Bronze arrowheads were used (Otzi the iceman carried copper arrowheads) alongside flint heads, which were clearly still effective.

### THE TOLLENS VALLEY BATTLEFIELD

Known Bronze Age battlefields are rare, and even rarer in Europe. One such site was found at Tollense, Germany, which dates to 1300 to 1200 BC. There, archaeolo-

An early twentieth-century depiction of what Bronze Age village life might have looked like in the area now occupied by modern-day Denmark.

© Public domain







The rival Coch and Glas meet. The miniatures are Wargames Foundry from the collection of Roger Castle.

gists have so far discovered the remains of 140 individuals, the vast majority being identified as males between the ages of 20 and 40. Many have identifiable battle wounds, and some even have evidence of healed past wounds. As only a tenth of the estimated battle site has been excavated, there is probably more to be discovered.

The site of the battle was a Bronze Age causeway built on stone foundations with wooden supports. The crossing must have been a well-known local landmark, as dating places its original construction five hundred years earlier, so the site had been in use as a crossing point for centuries.

Tollense offers evidence of a large battle, probably involving over 5000 combatants. From the wounds, there is evidence of blunt, cutting, and piercing trauma, suggesting the use of spears, axes, and clubs. Bronze and flint arrows also played a part, given the numbers found and the wounds caused. The angle of one arrow wound indicates the archer was firing at a mounted warrior. That and horse bones found at the site give evidence that cavalry played a small part in the battle,

and that a dedicated warrior class must have been involved. The large numbers suggest the meeting of two large armies. The amount of organization such forces would require to gather, equip, feed, and lead, indicates some form of centralised government such as a tribal kingdom for each faction.

We do not know who fought at Tollense; it has been suggested that one group attempted to force their way across the causeway but was met with resistance from a locally mustered army. Were the invaders successful in crossing?

Again, we do not know. Around this time, there was the so-called 'Bronze Age Collapse', which caused mass migration of peoples and a move from individual farmsteads to fortified hillforts and settlements. This battle, however, makes the basis for a good wargames scenario.

## WARGAMING THE PERIOD

As we have seen, there is plenty of evidence; we may not know the who and the what, but we know some of the when and the where, and can guess at the why. This also means we can have a little educated speculation and the chance to use some of the excellent Western Bronze Age miniatures by Wargames Foundry, mixed in with some later Celts (with weapons painted bronze, of course). Wargames Atlantic actually makes STL files for Tollense, including the causeway.

This battle pre-dates Proto-Germanic, so I have borrowed terms from Welsh as the closest relation to the original Brittonic and Proto-Celtic which may have been spoken at Tollense. I have referred to each side by colour, the *Coch* (Red) attackers and the *Glas* (blue) defenders, based entirely on the majority colour in their clothing.

## DEFENDING THE SARN

Alerted to the arrival of the *Coch*, the *Glas* tribal warlord *Benadur* has raised his force to defend his homeland. His scouts have informed him that the enemy is massing near the *Sarn Afon*



© Rodio Espin







Menhirs mark territory and the seasons. The tribes clash over an important standing stone on their borders.

causeway, which crosses the marshes on the eastern border of *Glas* territory. The numbers of the enemy are vast, but this natural choke point might be enough to prevent them from crossing.

The game is designed for a 6' x 4' table. This scenario is designed to be generic with notes on adapting it to *Lion Rampant 2*, *Hail Caesar*, and *Swordpoint*. With a small amount of effort for stats, it could even be adapted to a *Ravenfeast* scenario.

For *Hail Caesar*, treat each unit as standard and use the lists for North European Bronze Age from page 19 of the *Biblical and Classical* army lists. For *Swordpoint*, use the European Bronze Age list on page 13 of the *Chariot Armies* book and double the suggested number of men per unit. Reducing the numbers by half would make the scenario ideal for a game like *Ravenfeast*.

## The forces

### Coch attackers

- War leader: *Arwr*
- 1x Warrior Infantry\* (12 tough warriors, mixed double-handed axes, swords, and shields)
- 1x Heavy Cavalry (12 mounted warriors, javelins and shields).
- 2x Light Infantry (12 unarmoured warriors with spears, javelins, and shields per unit)
  - 1x Warrior Infantry (12 tough warriors, mixed double-handed axes, swords, and shields)
  - 1x Archers. (12 archers, flint-tipped arrows, self-bows)



The flint arrows have no special rules, they just reflect the different armament.

### Glas defenders

- War leader: *Benadur*
- 1x Heavy Infantry\* (12 tough warriors, spears and shields)
- 2x Light Infantry (12 unarmoured warriors per unit, spears, javelins, and shields)
- 2x Archers. (12 archers per unit with bronze tipped arrows with self-bows)

The heavy infantry has a mix of primitive armour and sheer toughness. Benadur has chosen his best men for that unit.

*The asterisk (\*) denotes which unit contains the named leader.*



The tribes fight around the marshy edges of the causeway. Can the Coch force their way through?

## Terrain and setup

The causeway bridge and the high banks are both open terrain, offering little cover apart from the odd tree or bush. The marshland (in bright green) is boggy, offering cover but counts as Rough Terrain for all units (yes, even for the Warrior Infantry; their 'Fast' rule does not apply). The river is impassable, except by the causeway. Infantry units may choose to leave the causeway when advancing or retreating, but they cannot climb back onto the causeway itself except at either end of it.

Setup is as per the map.

## Ending the scenario

Play until one army is routed or defeated. If the *Coch* manage to capture and hold a foothold on the western edge of the causeway, they are the victors. Otherwise, the *Glas* may claim victory and have successfully defended their land from invasion, for now.

## CONCLUSION

Hopefully, this article will a taste of the many possibilities the European Bronze Age offers as a period: it is perfect for raids and skirmishes of all types. It is an imaginative setting, where players can easily make up their own factions and stories. Keep it simple, and maybe let the *Coch*, the *Glas*, and other forces of your choosing grace the wargaming table. **WS&S**







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## THE ACHAEAN INVASION OF ANATOLIA AND CYPRUS

# THE FALL OF ARZAWA AND ALASHIYA

By the fourteenth century BC, the Hittites had established themselves as one of the major powers of the Near East, rivalling and often coming into conflict with the New Kingdom Egyptians, as well as the Mitanni and the Assyrians. Operating from their capital, Hattusa, their empire stretched from the Adriatic in the west to the Tigris and Assur rivers in the east, and the lands of Amurru in the south.

By Eoghan Kelly

**C**ontrolling such a large empire required a state of military readiness. In around 1350 BC, the Hittite empire was engaged in several conflicts. On its western borders, the vassal state of Arzawa (in modern-day western Anatolia) was under threat of invasion from the

Ahhiya; the latter was a Hittite general term

for the various Achaean Greek kingdoms that existed at the time. The Greeks had already established a city at Millawanda-Milawata (better known as Miletus) in circa 1450 BC, an important foothold on the mainland.



The Ahhiya invaders were led by Attarsiya, recognised by the Hittites as a minor king. He was an aggressive leader and probably operated from Miletus, using piracy and raids to disrupt trade and conquer territory from the Hittites. It is also probable that his forces consisted of several Achaean bands brought together for the promise of plunder and land. One of their initial targets was the vassal state of Arzawa, under the control of King Madduwatta, a minor Hittite vassal.

Attarsiya's forces attacked Madduwatta's lands, which they conquered on the second attempt and forced the Arzawa king to seek shelter in Hattusa. In retaliation, the Hittites sent an army to repel the invaders. According to Hittite records, the battle involved a hundred chariots on the Hittite side alone, so the army must have been substantial. Only one officer from each side is recorded as being killed, leading some to suggest the battle was decided by single combat between champions, but is just as likely that only the slain commander was important enough to be recorded; the loss of a couple of hundred

A good close up of the crew of a three-man Hittite chariot, showing the driver, shield bearer, and warrior. Their mixed armament consists of javelins and a thrusting spear.

© Johnny Shumate





The first skirmish with the invaders puts the Hittite chariots to flight. The levies are left alone on the hill.

troops and a few chariots was probably expected. Defeated, the Ahhiya withdrew from Arzawa back to Miletus and peace returned, with Madduwatta restored to his throne.

What happened next was quite unexpected. According to the so-called 'Indictment of Madduwatta', the king became increasingly dissatisfied with his relationship with his kingdom and the Hittite King, choosing instead to join the Ahhiya in openly attacking other Hittite client states. Madduwatta had effectively switched sides and become an Achaean Greek client state. Together, the new allies looked for opportunities to strike at the Hittites.

At the time, there was an increasingly volatile political situation growing between the Assyrians, Hittites, Egyptians, Sea Peoples, and Babylon. Sensing an opportunity to capitalise on the larger empires watching each other and not on smaller fry, Attarsiya decided to launch an invasion of Alashiya (Cyprus) with his forces and some additional troops from Arzawa. Alashiya was a significant

trading hub between Italy, Greece, and the eastern Mediterranean. It was a client state of the Hittites, but it was not closely protected. The outbreak of war between the Hittites and Egyptians meant the empire was distracted and the island was there for the taking.

Attarsiya decided to bring a force that was easy to transport as well as mobile. The fleet sailed without incident, and it arrived safely at the bay and port that served the city of Enkomi-Alasia (referred to as Enkomi). This was a key port with an excellent harbour and a large shallow beach. The arrival of the fleet raised alarms in the city and the local ruler mobilised.



## RECREATING THE BATTLE

The following scenario has a rough order of battle with the main units given, so it can be used with any ancients wargame that covers the Bronze Age period. We have broken down the order of battle into some suggestions on how they may be adapted for some possible wargames.

### The forces

#### AHHIYA (ACHAEAN GREEKS)

The Ahhiya have arrived by ship and have landed. Given that there would have been 40-50 men to a vessel, the invasion fleet would have been at least 40 plus vessels.

#### Commander

Attarsiya. He is a good leader, stubborn and inspiring to his troops.

#### Infantry

The invaders brought 1,000 'heavy' infantry. These were broken into 100-men units and were armed with long

© Rodio Espin







## SUGGESTED FORCES

Here are some suggested army lists for this scenario using *Hail Caesar* and *Swordpoint*. These also could be used for *Warhammer Ancient Battles*. For *Hail Caesar*, use the Hittite lists from page 15 and the Mycenaean list from page 16 of the *Biblical and Classical* army lists supplement. For *Swordpoint*, use the Hittite list from page 16-17 and the Trojan War list from pages 19 of the *Chariot Armies* supplement.

In the following lists, a standard sized infantry unit will typically consist of 18-24 models and a standard chariot unit four models. A small unit should be 10-12 models.

### Ahhiya (Achaean Greeks)

The army should be divided into three commands.

- Attarsiya – Army General (leadership 9, counts as an *Over King* if using *Swordpoint*)
- Two sub commanders (leadership 8 or Heros if using *Swordpoint*)
- 2x Standard units of light chariots armed with javelins
- 1x small unit of chariot runners
- 1x Standard unit of Royal Guard (count as Myrmidons in *Swordpoint*)

spears, shields, helmets, and swords. While not regular soldiers, these troops would have been well trained, so more than a match for levy or militia. Few wore any sort of armour. These were supported by 300 light skirmish troops armed with a mix of javelins, short bows and slings, as well as daggers for close combat. These were distributed across the 100-man companies. Morale is good and training is average.

### Chariotry

The invaders brought 20 chariots, these were lightweight and had a driver and

a warrior armed with a spear and bow. They were used either as 'battle taxis' to transport troops on the battlefield or used in a skirmish role. Morale is good and training is average.

### ENKOMI (HITTITE EMPIRE)

#### Commander

Šanitamū. Governor of Enkomi. Good leader. Rash.

#### Infantry

The city could mobilise 1,200 levy troops and 300 levy archers, as it would have been lacking in any regu-

- 3x Standard units of Achaean spearmen
- 2x Standard units of Achaeans light infantry (equipped with javelins, open order)
- 1x Small unit of bow armed skirmishers
- 1x Small unit of sling armed skirmishers
- 1x Small unit of javelin armed skirmishers

### Enkomi (Hittites)

The army should be divided into three commands.

Šanitamū – Army General (Leadership 9, counts as a Vassal King if *Swordpoint* is used)

- The two other Enkomi commanders are leadership 8 (count as Officers in *Swordpoint*).
- 1x Standard unit of Hittite chariots (equipped with javelins and an extra crewmember)
- 1x Standard unit of Maryannu chariots (equipped with bows)
- 1x Small unit of chariot runners
- 5 x Standard units of Hittite spearmen (Militia, Levy)
- 2 x Standard units of Archers (Militia)
- 2x Small units of skirmishing archers.
- 1x Small unit of javelin skirmishers

lar professional infantry. These were similarly organised into 100-man commands. The spearmen wore helmets and carried shields and swords, while the archers had bows and knives. The troops had no armour. Morale is average and training levels are poor.

### Chariotry

The city had 20 chariots. Half of these would have been heavy chariots carrying a driver, a spearman, and an archer. The other half would have been light chariots equipped with a driver and an archer. All are armoured and the chariots were designed for close combat. A lack of experience is reflected in their high morale and poor training.

### Deployment

The defenders start deployment by deploying units anywhere west of the crest overlooking the beach and plain. Once they have placed 3 companies of 100, then the Ahhiya player places one unit on the beach and then the players alternate placement. Once the Ahhiya player has placed their last infantry unit the Enkomi player must place their remaining infantry outside the city gates. The escarpment presents rough ground for movement except where the roads cross-



Desperate hand to hand fighting breaks out in the centre of the Hittite town...







Achaean and Hittite chariots duel outside the gates in a show of force that proves indecisive for both sides.

ing it. There is no terrain penalty on the roads.

Chariots are deployed in a similar way, but the Enkomi chariot units must be placed behind the infantry units. The Ahhiya chariots may be placed anywhere on the beach.

### Victory

The conditions for victory are simple – the side that controls the top of the escarpment by turn 10 will win. If one side has defeated the other, then it is a foregone conclusion, otherwise count up the number of remaining units on each side on top of the escarpment to determine the victor. If Attarsiya's men control the top of the escarpment, they can control the supplies entering into the city. As they already control the sea, it would only be a matter of time the inhabitants. With their army defeated and the city surrounded, the Enkomi will be forced negotiate terms for their surrender.

### HISTORICAL OUTCOME

The Ahhiya won the battle, scattering the Enkomi and taking control of the city. Following the battle, Attarsiya and Madduwatta had a falling out and Madduwatta was forced to flee back to his homeland.

The Ahhiya quickly gained control of the whole island and increased their foothold in Anatolia.

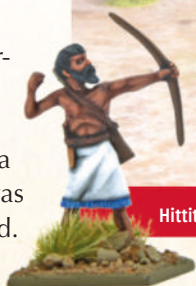
Both the Achaean fortresses on the mainland and the island of Cyprus were taken back by the Hittites in campaigns from 1315 BC and 1250 BC. The Hittite Empire itself was short-lived as it was fatally weakened by the Hittite Plague (identified as tularemia), following victory over Egypt at Kadesh. The Hittites believed Egyptian prisoners were responsible for bringing the plague back into the heartland of the empire. This

civil war and pressure from the Middle Assyrian Empire caused the fracture of the empire into Syro-Hittite states.

Alashiya was gradually settled by Mycenaean Greeks, and as trade routes changed, its importance faded. Enkomi was abandoned in around 1100, following an earthquake and the silting up of its harbour. The invasion story of Arzawa and Alashiya is similar to the fate of another Hittite vassal state, Wilusa, which has been identified as the location of the Homeric city of Troy. **WS&S**



Hittite reinforcements finally arrive, but is it too late for them to shift the tide of battle in their favour?





FIGHTING FOR THE CORPSE OF PATROCLUS IN THE *ILIAD***OVER MY DEAD BODY!**

The story of the Trojan War as depicted in the *Iliad* has fascinated audiences for generations. However, trying to pin down the reality of Homer's tale, and how it actually relates to historical Bronze Age warfare, has kept academics occupied for almost as long.

By James Morris

**O**ne of the most visceral passages of Homer's *Iliad* (in what is, let's face it, a thoroughly visceral tale) is in Book XVII where Patroclus is killed. A battle is then fought over his body. Achilles has quarrelled with Agamemnon and sits brooding in his quarters, but his companion Patroclus has borrowed the great hero's armour and led his loyal Myrmidons to the defence of the Achaean camp. However, despite fighting bravely and almost reaching the walls of Troy, Patroclus is brought low by the fickle Gods – in this case, Apollo – who knocks him down, after which he is hit by a spear thrown by Euphorbus, and then finished off by Hector.

A furious battle then erupts over Patroclus's corpse. Hector wants to bear the armour off as a trophy, but Menelaus tries to retrieve it for the Achaeans: "Let each one come forward on his own / against the shame of seeing Trojan dogs/ sport with Patroclus!" Hector's ally, Glaucus, also wishes to retain Patroclus's body, although as a bargaining chip for the corpse of his kinsman, Sarpedon, who was killed earlier. In any case, a struggle ensues that then claims the lives of many more warriors, all dying for one already dead – and, importantly, their honour.

It was essential to the ancient Greeks and Trojans that a fallen soldier's corpse be brought back for proper funeral rites. This was to ensure his



correct passage to the underworld. In this respect, it is one of the earliest examples of the warrior's motto 'no man left behind'. Even today, there is an inherent distaste for leaving a fallen comrade on the battlefield, so maybe it is not so hard for us to imagine these warriors fighting to the death over Patroclus.

This scenario will probably work best at a large skirmish level, though it could be played with just a few miniatures per side if you prefer. Osprey's *Lion Rampant* or *Dragon Rampant* will work equally well, and game statistics are offered for these below.

## OPPOSING FORCES

Each side has:

**3 x Heroes in chariots (Heavy Riders with missiles @5 points).** These represent the heroes of each side and their personal retinues. If you are replaying the exact scene from the *Iliad*, these should probably be Menelaus, Ajax, and Idomeneus for the Achaeans and Hector, Glaucus, and Hippothous for the Trojans. The addition of missiles allows them to shoot on a 6+, with a 5+ to hit and a range of 12". This is to







Heroes Hector and Ajax engage again in a duel outside Troy, backed up their Trojan and Achaean warbands.

imitate the great spear - or rock-hurling abilities - referenced by Homer. Heavy Cavalry (or Heavy Riders in *Dragon Rampant*) usually have six figures per unit for *Lion Rampant*, though I represented them using a chariot model plus four retainers on foot. Multiple chariot miniatures would also be an option.

Each of the three heroes in each force gains a special ability from the following list:

1. **Commanding:** +1 to all Courage and Activation tests for units within 12" of hero
2. **Drilled:** Re-roll one failed activation per game (hero's unit only)
3. **Mighty:** Roll two extra dice in combat (hero's unit only)
4. **Spear Casting:** Roll two extra dice when shooting (hero's unit only)
5. **Bold:** Re-roll one Courage Test once per game (hero's unit only)
6. **Steadfast:** After Rallying, may attempt an activation rather than miss a turn (hero's unit only)

These traits can be randomized using a D6 or could be pre-allocated based on the characters involved (for example, Ajax the Great would be an obvious candidate for *Mighty*).

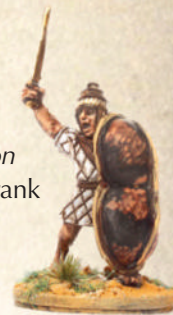
One of the three heroes is also the leader of the whole force.

If playing *Lion Rampant*, the heroes have to make tests for lucky blows as if they were a leader, and may challenge an enemy hero to a duel.



**2 x Warriors on Foot (Heavy Infantry @4 points).** These 12-miniature units (Heavy Foot in *Dragon Rampant* parlance) represent the rank and file spearmen of both armies.

**2 x Archers, Slingers or Javelinmen (Skirmishers @2 points, called Scouts in *Dragon Rampant*).** These will contain the usual six figures per unit.



## SET UP

The struggle for Patroclus' corpse takes place in the confusion of battle: both sides have separated, and the units are not necessarily where you would expect them to be!

The defending side starts by placing a single hero unit in the exact centre of the 6 x 4' (180 x 120cm) table. This unit begins the game in possession of the body token.

Then, attacker and defender alternately deploy units. These units may be placed anywhere on the table but no closer than 12" to an enemy unit (they may, of course, be placed less than 12" from a friendly unit). When all units have been placed, the attacker takes the first turn.

## SPECIAL RULES

**Body token:** the corpse of Patroclus is represented by a token or casualty model. It begins the game in the possession of a defending unit. When carrying the token, a unit is subject to the following special rules:







Ajax the Great at the centre of another struggle. Miniatures by Foundry, Newline Designs, and Lucid Eye Publications.



Chariots Rampant! Memnon of Ethiopia (left) engages the Amazons (right). Miniatures by Lucid Eye and Northstar.

- The unit may not move more than 6" (the body must be carried with respect).
- The unit may not pass the token to another unit, or voluntarily put it down (holding onto the body is a matter of extreme honour).
- If the unit is defeated in combat, the token is immediately passed to the victorious unit.
- If the unit is destroyed for any other reason or if it retreats from the battlefield, the token is left on the table in the centre of the unit's final position. A unit may not attempt to move off the table with the body token until at least two heroes of either side have been killed in the game – either through having their rank and file units destroyed or their leaders killed by lucky blows or through a duel.



**Favour of the Gods:** the *Iliad* is littered with the Olympians interfering – directly or indirectly –

with the Trojan War. Once per game, each side may call upon the Gods. This happens at the start of its turn, before any units are activated, by rolling a D6 with the following effects:

- 1: You are out of favour! Your turn ends immediately and play passes to the other side.



'When have I ever shown fear of sword-play, or of trampling horses?' Hector and his warriors advance.

- 2: You have offended the Gods! One of your units (chosen by the opponent) immediately becomes Battered and may not rally this turn.
- 3: The Gods force your enemies to cower in terror. Choose an enemy unit that immediately becomes Battered.
- 4: our warriors are galvanized into action. Roll 3D6 dice for each activation test this turn, choosing the highest 2D6.
- 5: The spirit of Ares or Athena fills your warriors. One unit of your choice gains D6 extra dice for shooting or combat this turn.
- 6: The Gods restore your warriors and fill them with vigour for the fight. One unit of your choice immediately regains one lost strength point.

The effects only last for this turn.

## ENDING THE SCENARIO

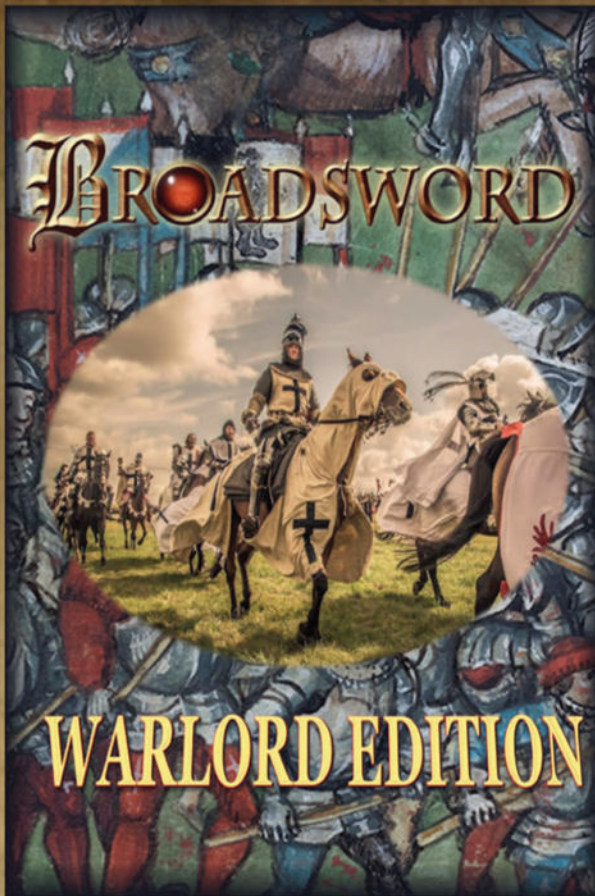
Play continues until the body token has left the table or one side has lost two of its heroes.

## VICTORY CONDITIONS

Either side can win the game by taking the body token off its own table edge with a unit that is not Battered. Alternatively, either side wins when it is in possession of the body token and the other side cannot continue the fight or is reduced to one unit. **WS&S**







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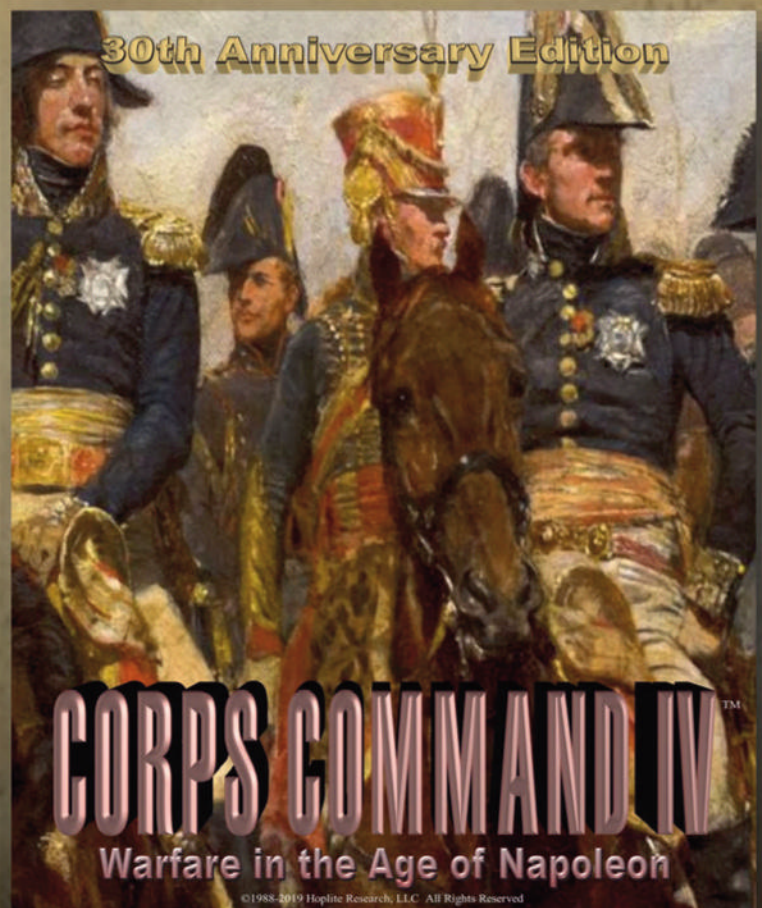
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## JONATHAN UNLEASHES HIS FURY AGAINST THE PHILISTINES

# THE BATTLE OF MICHMASH

The first Jewish King, Saul, was chosen from the tribe of Benjamin, the smallest of the 12 Jewish tribes, as a figure who could unite them against wider threats and balance out the rivalries of the larger groups. The biggest threat to his accession was the Philistines. The Philistines were part of a much broader group of people often termed 'The Sea Peoples' that had raided and attempted to conquer Egypt in the twelfth century BC.

By Mark Backhouse

**A**fter the Sea Peoples failed to capture Egypt, they seem to have struck a deal with the Pharaohs, settling around Canaan before pushing into Judea. The Philistines managed to establish forts and garrisons deep into the Judean mountain territory, including a stronghold at Gibeah, just three miles north of Jerusalem. This site overlooked several of the Israelite tribes and was within easy raiding distance.

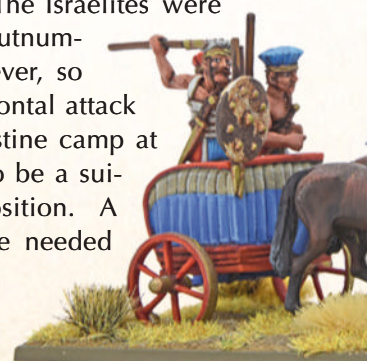
Saul faced a further threat from the East in the form of an-

other group, the Ammonites, who tried to take advantage of the weakness of Judah to seize more of their territory. Saul's first campaign was to march to the relief of Jabesh-gilead, a city under siege from the Ammonites. The tribes of Israel were notoriously divided, with many bitter rivalries. Saul was forced to threaten to kill the cattle of the fractious tribes if they did not fulfil their obligation by sending soldiers to join a national army. Saul's campaign was a success, breaking the Ammonite siege and relieving the city. However, the campaign had highlighted the need for a unified Jewish standing army. In the aftermath, Saul established the first Judean standing army of 3,000 men that was divided into two formations. 1,000 of these warriors would be commanded by his eldest son Jonathan, who was tasked with and successfully destroyed the Philistine garrison at Gibeah.

The Philistines were keen to reimpose their control over Gibeah and sent a larger force to re-establish control. Marching through the Beth-Horon pass, they provocatively made their camp in the centre of Saul's tribal heartlands of Benjamin, near Michmash. This



was a direct attempt to undermine the power of the newly established Israelite monarch and challenge his authority to protect his own flock. The Philistine gambit seriously undermined the morale of the Israelites. They further exploited the divisions in the Israelites by sending out three columns of raiders to plunder the nearby countryside. The Philistines hoped to demoralise the Israelite forces, who they believed would be keen to protect their own tribal areas rather than rallying to Saul's army. Desertions followed in the Israelite camp, and Saul had to place a blocking force to both prevent more Israelites from leaving, while at the same time keeping the Philistine raiders bottled up in their own camp. The Israelites were heavily outnumbered, however, so Saul felt a frontal attack on the Philistine camp at Michmash to be a suicidal proposition. A different ruse needed



Jewish warriors attack Jericho on their return from exile in Egypt. From the cover of *Ancient Warfare IV.2*.

© Johnny Shumate





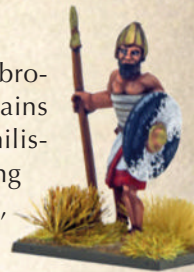
There is fierce fighting for the hilltop as the last Philistine units put up stiff resistance to the advance.

to be used to break the standoff. The solution Saul resorted to relied on the bravery of his son Jonathan. Along with his shield bearer, he left the main Israelite force and pretended to desert while shouting insults at his own side. Fooled by this trickery, the Philistines turned their attention away, allowing Jonathan and his shield bearer to flank the Philistine position and scramble down and then up a steep ravine behind the guards. Jonathan then pounced on the first group of guards, who were utterly surprised at the ferocity of his attack. The guards retreated back to the safety of their camp, and were in turn mistaken for a larger force of Israelites. The Philistines were completely confused and in complete disarray. The situation may have become even more confused as a contingent of Israelites fighting in the Philistine army also defected.

Furthermore, an earthquake supposedly occurred

at the time of the attack, exacerbating the panic. Saul exploited this disorder by leading his main body of troops directly toward the Philistine camp at Michmash. The Philistine resistance broke into a complete rout. The panicked Philistines attempted to break out northward before moving westward. It was here that the Israelite farmers ex-

tracted their revenge on their broken foe. Hiding in the mountains and caves from the earlier Philistine raids, they emerged along the Philistine line of escape, harassing and cutting down the terrified invaders. The defeat was decisive, and the victory allowed Saul to consolidate his power over the Kingdom of Israel.



## GAMING THE BATTLE

The Battle of Michmash is a challenging battle to recreate with any certainty on the tabletop. The two written sources for the battle are from the Old Testament, and the much later writer Josephus. Caution will need to be taken for some of the proposed numbers involved in the battle, as both sources had a reason to glorify the Israelite victory. The battlefield itself seems to be somewhat less challenging, and there seems to be a reasonable consensus about its rough location. A quick Google search will give you a wealth of photographs of the area around the battlefield, as well as the topography and vegetation.

## WHAT RULES TO USE?

The battle challenges most normal historical rulesets thanks to the large number of odd events taking place that seem quite fantastical in their nature. While a standard Ancients ruleset might be tweaked to get an interesting refight, I felt a fantasy ruleset might better emulate the considerable



© Rodio Espin







Jonathan and his shield-bearer attack the Philistine camp, taking the unwary Philistines by complete surprise.

heroic role played by Jonathan and his shield-bearer. Therefore, I propose using *Dragon Rampart* by Dan Mersey as the basis for this game.

## The forces

### Israelites

Jonathan and his shield-bearer (1 reduced model unit of Elite foot, leader with 18/00 Strength trait!) Spellcaster with *Befuddle thee* spell.

Saul and his bodyguards (1 reduced model unit of Elite foot)

The Israelite blocking force, made up of about 600 men who were poorly armed with improvised weapons. (3 units of light foot)

In the surrounding area, a large number of Israelite farmers should be available to spring out and support Saul's army if the battle happens to turn in their favour and the Philistines break. However, these should not be allowed to be committed until the Philistines have



started to crumble (have lost one unit). (or 2 units of light missiles – Slingers / 2 units of ravenous hordes – peasant farmers) Note: See special deployment rules.

### Philistines

Philistine general and heavy chariots (1 reduced model unit of Greater Warbeasts, leader with *Insipid* trait) Note: Remove the *Ranger* characteristic.

Philistine chariots (2 units of Lesser Warbeasts) Note: Remove the *Ranger* characteristic.

Philistine warriors (3 units of Belicose foot)

Allied warriors (1 unit of light foot)

Israelite contingent (1 unit of light foot) Note: Potential treachery special rule. See below.

## Deployment

The Philistines should deploy first in their own camp, facing the Israelites. The Israelites should start encamped in the area of their blocking force. Jonathan and his shield-bearer may start anywhere on the southern side of the steep-sided ravine. The ravine area is rough terrain, while the slope down to the Israelite camp is open terrain.

## PLAYING MICHMASH WITH HAIL CAESAR

This battle can be adapted for larger-scale rules like *Hail Caesar* or *Swordpoint*. For *Hail Caesar*, use the Israel and Judean lists for Saul from page 22 and the Sea Peoples list from page 21 of the *Biblical and Classical* army lists supplement. For *Swordpoint*, use the Israelite list from page 21 and the Philistine list from pages 19-20 of the *Chariot Armies* supplement.

Here is our suggestion for the armies for both systems. A standard sized infantry unit will typically consist of 18-24 models and a standard chariot unit of four models. A small unit should be 10-12 models.

### Israelites

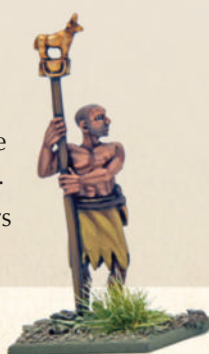
- King Saul (leadership 10)
- 1x Standard unit of Gibborim guard
- 5x Standard units of Judean spearmen
- 2x Small unit of Benjamite light infantry with slings
- Divided into two commands with Saul commanding the Gibborim.

### Jonathan (Leadership 9)

- 1x Standard unit of Gibborim guard

When two Philistine units are shaken, the following become available to the Israelites.

- 3x small units of Issachar skirmishers with javelins



### Philistines

All Philistine commanders are leadership 8 (count as Captains in *Swordpoint*).

- 1x Standard unit of light chariots (General's unit, tough fighters)
- 2x Standard units of light chariots with javelin
- 1x Small unit of chariot runners
- 4 x Standard units of warband infantry with javelins (wild fighters).
- 2x Small units of skirmishers with javelins.
- 2x units of Israelite Spearmen (Militia)

Use the special rules as above. For the *Philistine Panic* special rule, Jonathan's attack causes disorder on a 4+ (on one die) in any enemy unit within 12" of his initial attack.



## Special rules

**Philistine Panic:** Jonathan's frenzied attack from behind spread panic and chaos in the Philistine forces. This is represented by his *Befuddle thee* spell to simulate the way the Philistines fell apart after his attack.

**Potential treachery:** The Israelite commander may attempt to switch the sides of the Israelite contingent as an activation each turn. This may only happen after the first Philistine unit has become battered or they are ordered to attack an Israelite unit on the opposite side. This requires an activation of 6+ on 2d6. If successful, the unit switches sides and may activate again immediately in the Israelite turn with another activation.

**Israelite farmers:** The Israelite farmers will only be available to be activated if two of the Philistine units or more have become battered. The units of farmers may be placed down anywhere outside of 18" from a Philistine unit.

**Earthquake:** If a unit on either side attempts to activate a unit and a double '1' is rolled, then an earthquake has occurred. This forces all units on the table to take a courage test.



## FORCES FOR LION RAMPANT

For those wishing to use *Lion Rampant 2*, use the following stats:

### Israelites

We assume that Jonathan's force is himself, his shield bearer and a small retinue of followers.

- Elite Foot\* (Saul) @6 points
- Bloodthirsty Elite Foot (Jonathan) @8 points
- 2x Light Infantry with javelins @8 points
- 1x Slingers (Archers 12" range) @6 points
- 1x Skirmishers @2 points

If the battle turns, the following become available to the Israelites.

- 1x Skirmishers @2 points
- 2x Levied Infantry @2 points

### Philistines

- 1x Chariot\* @6 points
- 2x Chariots @6 points
- 3x Warrior Infantry @12 points
- 1x Light Infantry with javelins @4 points
- 1x Light Infantry with javelins (Israelites) @4 points

\* Denotes general is present.



If Saul is still alive, all Israelite units take this test with a courage of 3+ to represent their confidence in this timely miracle.

### Ending the scenario

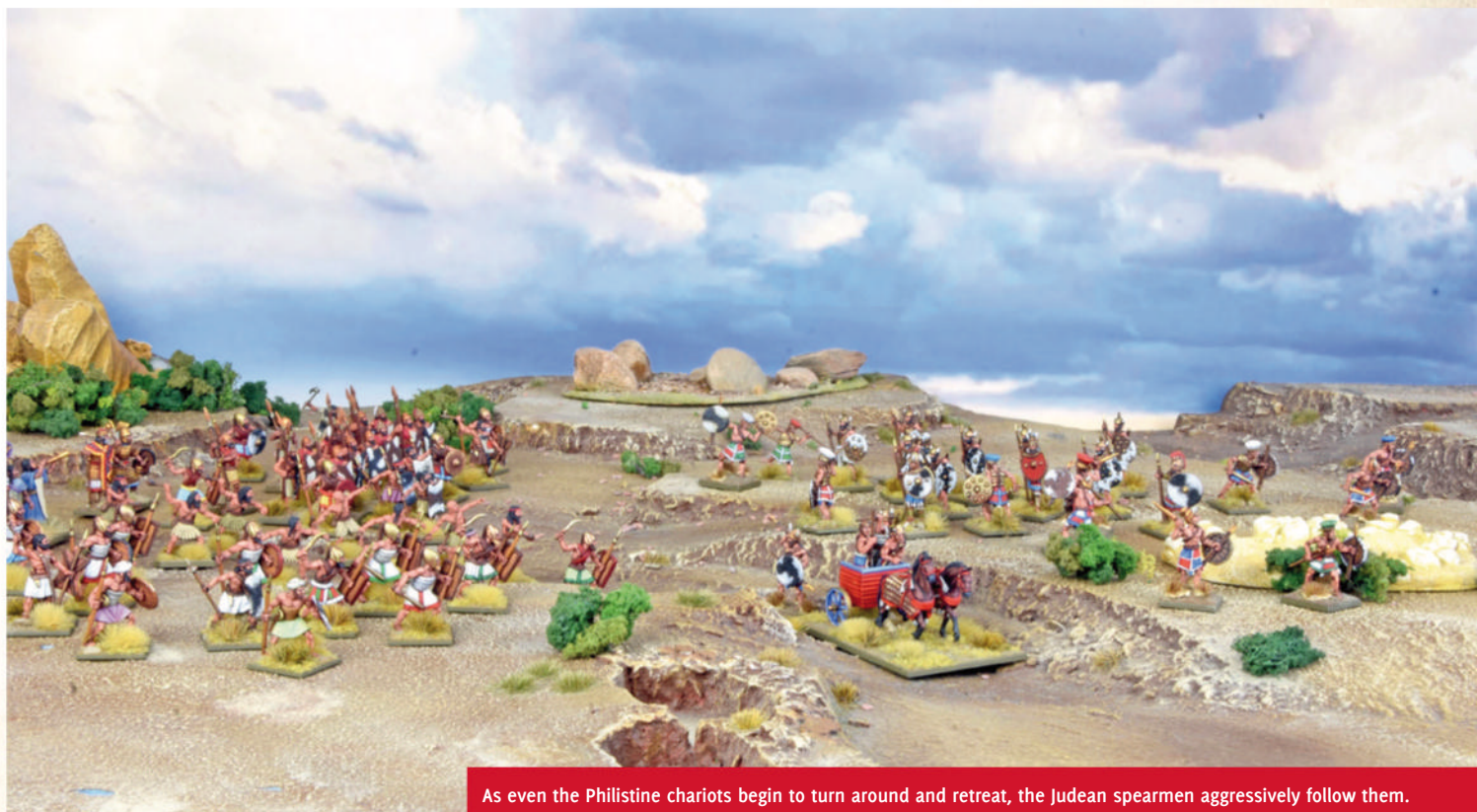
Play until all units in one force have been destroyed, have left the table, or have not deployed.

### Victory conditions

Whoever has units left at the end of the battle is the winner.

## CONCLUSION

A similar victory to Michmash, several years later, was also reliant on the bravery of a lone hero. David's defeat of the Philistine giant Goliath allowed Saul to make another speedy attack against the Philistines. Ultimately however, divisions in Saul's kingdom between himself and Samuel, and later David, meant the Philistines were beaten but able to eventually return. **WS&S**



As even the Philistine chariots begin to turn around and retreat, the Judean spearmen aggressively follow them.



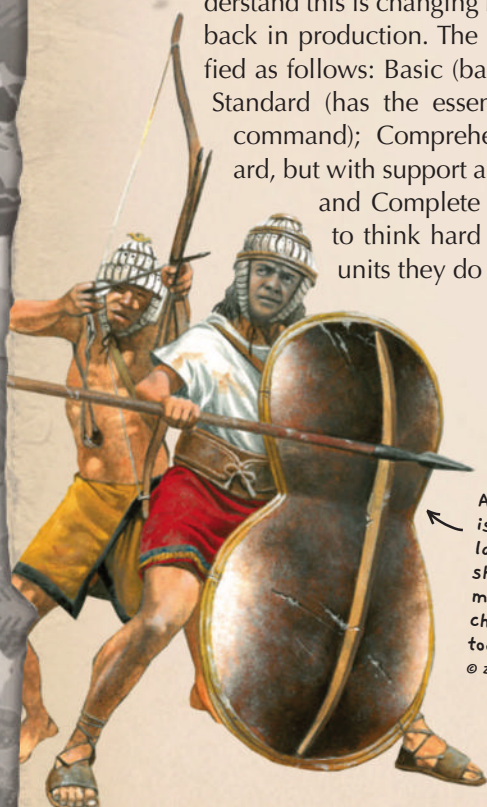
## WARGAMING IN THE AGE OF BRONZE

HISTORY'S  
FIRST FIGHTERS

The Bronze Age is a wide and colourful period; it saw the emergence of states and empires, with their own organised armies. This, along with the domestication of the horse, led to the appearance, in many places, of a warrior class. This period gives plenty of choice in troop types, from organised blocks of infantry and archers, to skirmishers with slings and javelins. And of course... there are the chariots! A wargamer can never have enough chariots, I am told.

By Guy Bowers

**T**his review looks at suitable models for the Bronze Age period, focussing where possible on the Hittites... the dark lords of Hattusa! What follows is a brief guide to the models available. As always, space and time prohibit us from covering every single manufacturer, and we are using what has been kindly supplied in time for our deadline. We have included the Magister Militum range, as we understand this is changing hands and will be back in production. The ranges are classified as follows: Basic (basic infantry only); Standard (has the essential infantry and command); Comprehensive (as Standard, but with support and other options); and Complete (you would have to think hard to come up with units they do not have). **WS&S**



An Achaean archer is protected by the large 'figure-eight' shield of a spearman. Both wear characteristic boar's tooth helmets.

© Zvonimir Grbasic



#### Essex Miniatures 28mm

**Range:** Comprehensive

**Size:** 27mm 'foot to eye' or 29mm tall

**Price:** £1.80 per model, £12.60 per chariot

Essex miniatures has a good range of Bronze Age miniatures covering the Egyptians, the Libyans, the Hittites, and the Canaanites. Chariots, infantry, and skirmishers are all covered.



#### Eureka Miniatures 28mm

**Range:** Comprehensive (Assyrian, Mycenaean, Sumerian)

**Size:** 27mm 'foot to eye' or 29mm tall

**Price:** £2.40 per miniature, £20.50 for a chariot

Eureka has a good range of Assyrians, Elamites, Mycenaeans, and Sumerians, with the typical troop types (heavy, auxiliary, skirmisher, chariotry) required for these armies.



#### Irregular Miniatures 25mm

**Range:** Comprehensive (Egyptian, Assyrian)

**Size:** 27mm 'foot to eye' or 30mm tall

**Price:** £1.32 per model, £8.80 for a chariot

Irregular Miniatures has a range of New Kingdom Egyptians and Assyrians. The range includes heavy infantry, archers, skirmishers, and chariots.



#### Miniature Design Studio 28mm

**Range:** Standard to Comprehensive

**Size:** 25mm 'foot to eye' or 28mm tall

**Price:** £1.55 per model or £12.95 for a chariot

Miniature Design Studio (now owned by Caliver Books) has a good selection of Bronze Age miniatures including Egyptian, Sea People, Hittite, Israelite, and Sumerian miniatures.





### Newline Designs 28mm

**Range:** Complete

**Size:** 25mm 'foot to eye' or 28mm tall

**Price:** £7.20 for 6 infantry or £24.00 for 24, £9.50 for a chariot

Newline has a good selection of minis in both 20mm and 28mm, including New Kingdom Egyptian, Nubian, Libyan, Sea People, Hittite, Israelite, and Sumerian miniatures.



### Scarab Miniatures 28mm

**Range:** Basic

**Size:** 28mm 'foot to eye' or 31mm tall

**Price:** £9.50 for 6 archers

Scarab has a small range of New Kingdom Egyptians consisting of archers and a Pharaoh model.



### North Star Miniatures 28mm

**Range:** Comprehensive (Egyptian)

**Size:** 28mm 'foot to eye' or 31mm tall

**Price:** £6.60 for 4 infantry or £12.00 for a chariot

North Star has a good range of Egyptians and Sea Peoples under their Kadesh range. The chariots are made of MDF.



### Tin Soldier 28mm

**Range:** Comprehensive (Egyptian, Assyrian)

**Size:** 28mm 'foot to eye' or 31mm tall

**Price:** £1.25 per model, £10.50 for a chariot

Tin Soldier has a range of New Kingdom Egyptians and Assyrians. The range includes heavy infantry, skirmishers, and chariots.



### Old Glory 28mm

**Range:** Comprehensive (NKE, Hittite, Assyrian)

**Size:** 27mm 'foot to eye' or 32mm tall

**Price:** £35.00 for 30 infantry, 10 cavalry or three chariots

Old Glory Miniatures (available in the UK from Old Glory UK) has a large range of New Kingdom Egyptian, Hittite, and Assyrian/Babylonian miniatures.



### Wargames Foundry 28mm

**Range:** Complete

**Size:** 27mm 'foot to eye' or 29mm tall

**Price:** £14.00 for 8 miniatures or £18.00 for a chariot

Foundry has a large range sculpted by the Perrys. It covers Neo-Assyrians, Canaanites, Egyptians, Hittites, Libyans, Mycenaeans, Numidians, Sea Peoples, and Sumerians.



### Red Copper / Blitzkrieg 28mm

**Range:** Comprehensive (NKE, Mycenaean, Hittite, Assyrian)

**Size:** 29mm 'foot to eye' or 32mm tall in helmet

**Price:** £6.25 for 5 infantry, or £21.25 for the King's chariot

Red Copper miniatures provide STL files for Egyptian, Assyrian, Israelite, Hittite, and Sea Peoples (Mittiani and Mycenaean). Blitzkrieg provides a printing service for the range.

### Warlord Games 28mm

**Range:** Complete

**Size:** 27mm 'foot to eye' or 30mm tall

**Price:** £17.00 for 8 miniatures or one chariot

Warlord Games owns Cutting Edge Miniatures, which has a large range covering the Early and Middle Bronze Ages: pretty much everything from Sumerians to Middle Assyrians.





### Irregular Miniatures 20mm

**Range:** Comprehensive (Egyptian, Mycenaean, Assyrian)

**Size:** 20mm 'foot to eye' or 22mm tall

**Price:** £0.66 per model, £7.59 for a chariot

Irregular Miniatures 20mm range has Egyptians, Mycenaeans, Sea Peoples and Assyrians. The range includes heavy infantry, archers, skirmishers, and chariots.



### Magister Militum 10mm

**Range:** Comprehensive

**Size:** 11mm 'foot to eye' or 12mm tall

**Price:** £9.00 for 30 infantry or 3 chariots

Magister Militum has a very good range in both 10mm and 15mm. Their 10mm range includes Sumerians, Old/Middle and New Kingdom Egyptians, Hittites, and Mycenaeans.



### Essex Miniatures 15mm

**Range:** Comprehensive

**Size:** 15mm 'foot to eye' or 17mm tall

**Price:** £4.50 for eight miniatures or one chariot

Essex miniatures have a good range in 15mm covering the Egyptians, the Libyans, the Sumerians, the Hittites, and the Canaanites. Chariots, infantry, and skirmishers are all covered.



### Baccus 6mm

**Range:** Comprehensive

**Size:** 6mm

**Price:** £8.00 for 96 infantry, £4.00 for 3 chariots

Baccus' range of 6mm currently covers New Kingdom Egyptians, Mesopotamians, and the Hittites, with some allies (Sherden guard and Numidians).



### Irregular Miniatures 15mm

**Range:** Standard (Egyptian)

**Size:** 16mm 'foot to eye' or 18mm tall

**Price:** £0.44 per model, £4.40 for a chariot

Irregular Miniatures 15mm has a range of Egyptians. The range includes heavy infantry, archers, skirmishers, and chariots.



### Irregular Miniatures 6mm

**Range:** Comprehensive

**Size:** 6.5mm tall

**Price:** £0.44 for a block of 10 infantry, £0.88 for a chariot

Irregular Miniatures' 6mm range has New Kingdom Egyptians, Hittites, Mycenaeans, Assyrians, Sumerians, and Sea Peoples.



### Peter Pig 15mm

**Range:** Comprehensive (Egyptian)

**Size:** 15mm 'foot to eye' or 17mm tall

**Price:** £4.50 for eight miniatures or one chariot

As part of their 'Conquerors and Kings' ancient range, Peter Pig has a nice range of Egyptians and Midianites.



### Rapier Miniatures 6mm

**Range:** Good

**Size:** 6.5mm tall

**Price:** £2.00 for 24 infantry, 10 cavalry or 4 chariots

Rapier Miniatures have an expanding range that includes New Kingdom Egyptians, Hittites, Trojans, Assyrians, Sumerians, and Sea Peoples.



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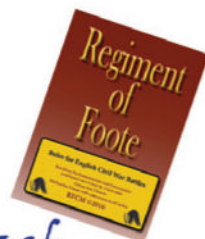


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## PAINTING A BRONZE AGE COVER FOR WS&S

# THE VULTURE STELE

I often think back to when I was a child, and I would wake up earlier than I was supposed to on Saturday, pick up an old book about the 'Dawn of Civilization', go back to bed, and look at the book. I was impressed by some of the stories there and the photographs of enigmatic archaeological items. Some of these were the Vultures Stele and the Standard of Ur.

By **Andrés Amián**

**T**he Stele depicts chariots and infantry formations carrying big rectangular shields and spears. Years later, when I started to paint miniatures, I found some 15 mm Sumerian figures in a shop in my home city; again those same chariots and spearmen that had stuck in my mind so many years ago. Since then, I have painted Early Bronze Age figures in different scales and by companies, and played with them using several different rulesets. When Guy approached me and asked if I would create the diorama for this issue's cover, once he told me there would need to be a Bronze Age scene, I knew it had to be Sumerians.

The Stele of the Vultures (see page 36) is a limestone carving dating from circa 2600 BC. It depicts the victory of the city state of Lagash over a rival. Despite the fact that only fragments of the original stone remain, several scenes and enough fragments of text have survived to give us a good picture. The Standard of Ur (see page 38) is an inlaid box that was uncovered from a Royal Tomb in Ur. It is believed to be the same date as the Stele. Both depict chariot

and infantry formations carrying big rectangular shields and spears. The Warlord Games' Cutting Edge miniatures range has figures that look like the units shown on these artifacts, so I had a great starting point for the scene that was already clear in my mind: I wanted to represent one of those heroes from antiquity. Riding proudly on his chariot pulled by onagers, he leads his troops from behind a wall of shields, while a few standard bearers to add a bit of flavour. The standards are well protected behind the tower shields, but we cannot say the same about the unfortunate fallen enemies. These were converted from some javelin men. It was quickly and easily done by bending limbs to create convincing poses for the various dead warriors.

For this diorama, I selected a reduced palette of earthy tones, coppers, and reds. They are colours that work very well together and give a warm feel to the whole scene. To add a bit of variety to the row of shields, I used different tones of red. I applied these with a sponge to create a textured effect (I did a small tutorial about this way of painting shields in a previous article, 'How to paint a dwarven army in 28mm - Sons of Khazad', *War-games, Soldiers & Strategy* 109). For the onagers, I used pictures of a similar species currently found in Asia, and again, I made use of a bit of sponge to paint the coat.

For the basing, I decided to go for a green and fertile look, instead of the dry and desert-like bases we tend to use for these figures. These ancient warriors lived in very lush and well-watered places, and there are descriptions in texts that support this, such as the account of the War of the Nine Kings in the Bible. In this tale, Abram's family gets caught in the middle of a conflict after his nephew Lot chooses to live in a very fertile land. I have used a circular MDF base (120mm in diameter and 3 mm thick), supplied by Warbases.

As with other dioramas I have made for the magazine, this one could also be used on the battlefield as a command base, or be placed at the deployment area (the stubborn onagers refused to advance along the rest of the force). It would also make an excellent objective to defend or capture. I always like to make the most of my painted miniatures, so the more opportunities to see them on the table, the better. **WS&S**

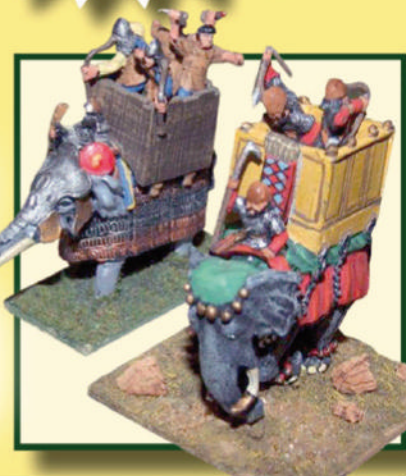
*Wargames, Soldiers and Strategy would like to thank Warlord Games and Warbases for their help in providing the models and materials Andres needed to make this diorama.*





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David Hiscocks

## THE IRREGULAR

## NIGHT FIGHTING: DESCENT INTO DARKNESS

Fighting at night has been a feature of military operations for millennia, presenting a set of unique challenges to commanders used to fighting during normal daylight hours. At night, the fog of war is magnified, and the potential for confusion and mistakes is multiplied. Consequently a well-prepared or desperate force who would otherwise be outclassed during the day can gain a significant tactical advantage by capitalising on superior technology, tactics, or the element of surprise at night. This combination can make for very tense wargames.

Clausewitz's statement on friction that: "Everything is very simple in war, but the simplest thing is difficult" is doubly so at night. Nighttime makes even basic tasks, such as attacking in the right direction, that much more difficult and prone to failure. Such mistakes can result in costly delays and accidents that can derail the best-laid plans. Moreover, problems such as friendly fire are significantly more likely under such conditions. In short, military operations at night can easily go awry for the simplest of reasons, even when elite troops are involved.

In 2013, for example, the United States SEALs attempted a night raid in Somalia on the headquarters of the Islamic militant group Al-Shabaab. By chance, the American special forces unit was spotted while deploying for the assault by a sentry having a cigarette break outside the compound. This led to an hour-long firefight that eventually forced the outnumbered SEALs to withdraw. Historical campaigns are replete with similar examples of meticulously planned night operations failing due to mistakes that would not occur during the day.

The high-risk nature of night attacks means that they are often only tried by commanders in dire straits, due to the increased role chance and friction play in their success or failure. This makes them especially dramatic events. General Wolfe's plan to capture Quebec in 1759 is a classic example. By launching a daring nighttime assault from an unexpected direction, he allowed the British to overcome a defensive position that would have been nearly unassailable if attacked conventionally. Thorough preparation, professionalism, and above all a willingness to take risks combined to make this attack a success. For wargamers, this sort of action - with the potential for great reward or major defeat - has clear dramatic potential. However, successfully translating the key elements of night fighting onto the tabletop is challenging.

Wargames set at night are difficult to do well. First and foremost, players should believe that their troops are actually operating in the dark. This necessitates introducing additional friction of some sort into the game. Commanders should need to be more cautious, be susceptible to surprises of all kinds, and find it harder to lead and command their troops. However, these challenges should also offer opportunities for the brave (or foolhardy) commander. Rules for nighttime battles should, therefore, make combat more challenging but do so in a way that allows and encourages gamers to take risks to achieve victory.

Unfortunately, it is inherently difficult to make a wargame set at night truly immersive for the participants. Primarily, this is due to the lack of fog of war and a real engagement with the problem of friction at night. Most rules give only a cursory nod to night fighting, if they give one at all. Typically, darkness will arbitrarily reduce the range of shooting. On occasion, this distance will be randomised. Slightly more involved rules also include a morale element, negatively impacting the leadership on both sides. Very few sets of rules move beyond these basic ideas. Distilling the effect of the night to shooting ranges and a negative morale influence oversimplifies the subject matter to the point of blandness. Moreover, from a gameplay mechanic perspective, these rules generally just make games a little slower to reach a resolution without actually changing the outcome. Not only that, they fail to introduce the elements of nocturnal combat that make it such a challenging environment to fight in.

One of the problems with night fighting in wargames is that we play our games in the light, thus destroying a great deal of the immersive potential. On a recent episode of the Oddcast (the TooFatLardies podcast), it was suggested, half-jokingly, that an entire table of terrain and figures could be painted to look like it was nighttime. While this would be creatively challenging, it would certainly be visually striking and ideal for a



game at a show. Of course, for most wargamers, this would be impractical to achieve on the grounds of cost, skill, and time. Other (increasingly impractical) ideas could include the players wearing sunglasses, or even turning off the lights and playing the game with night vision goggles, which could be appropriate for post-Second World War scenarios. While these suggestions are somewhat whimsical, they illustrate the problem of portraying night fighting on the tabletop via purely visual means. We must, therefore, turn to game mechanics to achieve this objective.

When using these mechanics to encourage players to imagine that their game is taking place at night, three key objectives must be achieved. Firstly, how the rules help create and maintain a fog of war and a sense of uncertainty for both players. Secondly, the rules for night fighting must materially influence the outcome of the game. In particular, they should not just be a list of negative modifiers that slow down the resolution of the game without offering the players opportunities to take risks. Thirdly, the game needs to be fun, exciting, and tense for both sides. These objectives can be achieved through careful scenario generation and implementation of house rules in key places.

A common mistake when playing a game set at night is to use a regular scenario and simply bolt-on some night fighting rules. Given the high potential for confusion, historical commanders would not, with some exceptions, choose to fight at night unless there was some advantage to doing so. It is important, therefore, to consider why the battle is taking place at night and incorporate this into the scenario design as an integral element. Consider the classic 'attack on an objective' scenario that most rule sets include some variant of. In this standard mission, the attacker must capture an objective. They will usually have a numerical advantage to compensate for the defender's advantage of position. However, if the roles are reversed, then the would-be attacker could choose to launch a nighttime attack that uses darkness to cloak their weakness. In this version of the scenario, the force strengths would be reversed, the defender having the numerical advantage while the attacker has the advantage of surprise.

Introducing surprise into a wargame is difficult, as naturally both players are aware that a battle is going to take place. One way to create this sense of surprise or suspense is to introduce random elements into a game. The players could, for example, agree prior to the game on a list of possible objectives before secretly selecting one at random. This way neither side will have a clear idea of what to expect from their opponent, keeping them figuratively in the dark. Players are forced to think carefully about what they want to achieve, as they may find themselves unexpectedly attacked even as they manoeuvre to launch their own assault. Likewise, keeping the players guessing about the size of the army their opponent has avail-

able can contribute to a sense of confusion. Prior to the game, the participants secretly roll to see if they bring a standard sized force or one that is 10% larger or smaller than the agreed standard. These levels of secrecy and randomness can lead to a very chaotic game, reflecting some of the difficulties of operating at night. An attacker may find that they have woefully underestimated the defender's numbers, but equally the defender may consider themselves outnumbered despite actually having the larger force. Of course, a daring player can capitalise on the fog of war that is created by this uncertainty to seize the initiative from the more cautious opponent.

Turning again to the rules for night fighting, while the darkness does influence every aspect of combat, it is impractical to completely re-write your chosen rules to accommodate these changes. The focus of any house rules you introduce should be on the key elements that will materially influence gameplay while also creating an immersive experience. The practical task of troops operating in the dark combined with essential morale aspects should be your focus.

Returning to Clausewitz's statement on friction, it is necessary to consider how troops are influenced by the added uncertainty darkness brings. Decisions that in daytime would be inconsequential become points of potential friction at night, such as choosing to run rather than proceeding with caution. To run at night in unknown terrain is to risk accidents, confusion, as well as to make oneself a very noisy target. Your units should not be able to perform such risky actions without the potential for negative consequences.

Darkness obviously offers opportunities for troops to move unseen, and the rules should offer this possibility, perhaps through the use of blind markers. Players should also identify how their morale rules can be tweaked to reflect the greater possibilities of surprise at night. Troops at night are much more liable to fall into confusion and be harder to control, and this should be reflected in the leadership and command rules. While the accuracy of shooting is undoubtedly influenced as well, many games overstate this by applying hard limits to the range of weapons while ignoring the morale impact of being suddenly shot at from somewhere out of the darkness. In game terms, shooting at night is arguably better reflected by reducing accuracy or effectiveness rather than by using arbitrary range restrictions. At the same time, there should be greater morale consequences for being shot at.

By taking into account how in-game friction is influenced by the added problems darkness brings, you create a more enjoyable experience for the players. Night fighting is definitely a complex subject, but taking the time to consider how you can recreate it on the tabletop is time well spent. **WS&S**



## HOW TO PAINT SPANISH CONQUISTADORS, CIRCA 1519

## CLASH OF EMPIRES

The conquest of Mexico is one of my favourite periods; an extremely colourful – and frightening – era following the decline and fall of the Aztec Empire. A bunch of Spanish adventurers, in collaboration with thousands of native people, opposed to the Tenochtec yoke, occupied the centre of the Aztec Empire, and built a new Kingdom as part of the Spanish monarchy.

By Rubén Torregrosa

In this article, I'll show you how to paint two Spanish adventurers involved in the conquest of Mexico (1519–1521), using the War-games Atlantic plastic Conquistadors. All the paints used in the guide are from Vallejo, unless otherwise indicated: Model Color (VMC), Model Air (VMA), and Game Color (VGC).

Start by cleaning the plastic models and glueing them together. I used grey as an undercoat because all colours cover it easily.

### THE SKIN

I start with the skin. My painting style uses the “layering method”, beginning with shades and progressively applying highlight layers. I'm shading with **Tan** (066, VGC), using **Dwarf Skin** (041, VGC) as a base, and the latter mixed with **Ice Yellow** (858, VMC)

for the highlights. Start by applying an even layer of **Tan** over all the skin areas. You can also paint the eyes at this stage: first, use white to paint a white oval; and then, with black, paint a vertical line in the middle. The size of the eyes can be adjusted with **Tan**, if needed. Next, mix **Tan** with **Dwarf Skin** in the same proportion to create the first intermediate layer on the skin, covering most areas except the deepest recesses. Next, use pure **Dwarf Skin** but focus on the finger tips and knuckles on the hands, and the forehead, nose, and upper cheeks on the face. For the highlights, add **Ice Yellow** to the previous colour: first around 25%, and then around 50% for the final highlight. All layers should be visible at the end. For the beard, I used **Dark Rust** (302, VMC) or pure black, with highlights,



### HISTORICAL BACKGROUND



Image of Aztec warriors in *ichcahuipilli* armour, from the sixteenth-century *Codex Mendoza*.

I decided to paint a crossbowman and a *rodelero* with a commonly used shield of the time, the Moorish *adarga*. The most common types of helmets used at the time were the burgundy and the *capacete*, not the famous *morrión*. Furthermore, full metal armour was rare and expensive; the Spanish typically used half plate, hardened leather, chainmail, or *ichcahuipilli* – a local cotton armour which was very comfortable and effective against Aztec weapons.

by mixing either colour with pink or light yellow and painting them as vertical lines to simulate strands of hair.

### THE METAL

To paint the steel armour and weapons we combine washes with glazes. First, paint the steel parts with an even layer of **Oily Steel** (865, VMC). Use pure black to outline all the metallic elements and then apply a black wash with **Nuln Oil** (Citadel) to strengthen the lower and darkest parts. The glaze is applied from top to bottom. Next are the highlights, starting with **Oily Steel** and then mixed with **Steel** (063, VMA) in the same proportion. Apply a black wash glaze again, but this time from the bottom to the top. Finally, apply an edge-highlighting with pure **Silver**. You can create a subtle rust effect by applying a very thin wash of diluted **Flat Brown** (984, VMC) in a 1:15 ratio with water. The golden parts are highlighted similarly with **Silver**.

### THE CLOTHES

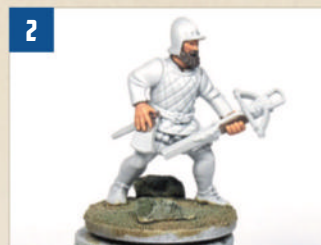
For the white garments, start with an even layer of **German Camo Beige** (821, VMC). Mix with increasing amounts of **Ivory** (918, VMC), applying four successive highlights. The last one is done with pure **Ivory**. When highlighting the clothes, paint the highlights toward the upper parts. In the case of the *ichcahuipilli*, I decided to paint each rhomboid separately to gain more definition, pointing the lights toward







The base coat for the skin.



The first intermediate layer.



Adding additional highlights.



The final highlight layer is applied.

## THE SKIN



The base coat for the metal areas.



After applying a black wash.



A first highlight layer is applied.



Finally, edge highlights are added.

## THE METAL



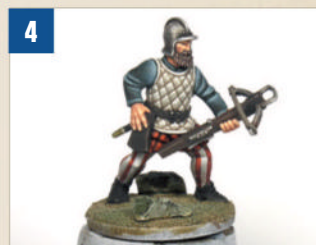
The basecoat for the cloth armour.



After adding the first highlight.

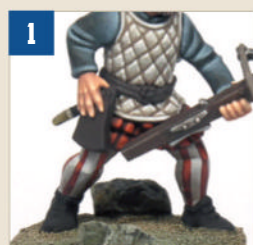


Highlight each rhomboid individually.

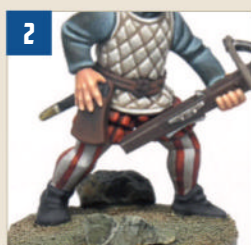


The final highlight with pure Ivory.

## THE CLOTH



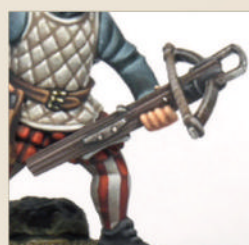
The base coat for the leather.



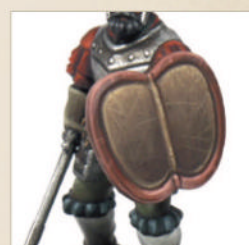
First highlight on the leather.



The final edge highlight.



Wooden parts on the crossbow.



Detail showing the *adarga*.

## LEATHER & DETAILS

the upper corner. The dark blue shirt is **Periscopes** (309, VMC) with black in a 2:1 ratio (double of blue) for the shade, adding consecutively more **Ice Yellow** (858, VMC) for the highlights. For the red parts, start with **Flat Brown** (984, VMC) mixed with a little bit of purple for the shade, and then gradually add pure red until using the latter directly. You can add a little bit of orange to the final highlight.

### THE LEATHER

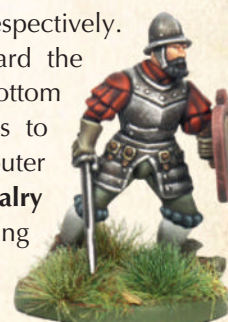
For the leatherwork, focus on the edges of each element. Small dots and thin lines can emphasize wear. For the dark brown leather, we use **Dark Rust** (302, VMC), **Flat Brown** (984, VMC) and **Orange**

**ange Brown** (981, VMC) as the shade, base, and highlight. For the black leather, we use pure black as the base and then gradually add in pink or light yellow to create the highlights. For a very light brown leather or canvas, such as in the gloves of the swordman, use **Brown Chocolate** (872, VMC), **Khaki** (988, VMC) and the latter mixed with **Ice Yellow** (858, VMC).

### FINISHING TOUCHES

Finally, paint the crossbow and the shield. The metallic parts of the crossbow were painted just like the steel armour. For the wooden part, use **Chocolate Brown** (872, VMC) as the shade, and then mix it with **Ivory**

(918, VMC) to create the wood veins. The cord is painted similarly to the white garments, but without using pure white. The shield or *adarga* was commonly brown. To paint the inner part, we can use **Dark Oxide** (302, VMC), **Beige Brown** (875, VMC), and the latter mixed with **Ice Yellow** (858, VMC) in the same proportion for the shade, base, and light, respectively. Lead the highlights toward the upper part, keeping the bottom dark. Use dots and lines to create worn effects. The outer rim is painted with **Cavalry Brown** (982, VMC) replacing the **Beige Brown** in the previous recipe. **WS&S**





## MAKING CAMOUFLAGE NETTING AND FOLIAGE FOR AFVS

## UNDER COVER

Tanks may all appear identical when they roll off the production line, but by the time they reach the front line, they acquire an individual look of their own. Whether it is stowage piled on the outside by the crew or the accumulated dust and grime from constant movement, they soon lose their parade ground looks.

By Mark Bretherton

**T**hose features are something many gamers like to add to give their AFVs that lived-in look and a unique character. Crew figures, stowage, weathering, and distinctive camouflage are just a few ways of doing that. Two modes I am particularly fond of are camouflage netting and foliage. I think they are a couple of very effective ways of enhancing a model and giving it a look more befitting a tank in a combat zone.

I have also found it a very good way to conceal parts of a model that I am not entirely happy with. That could be poor detail on a simple, quickly built wargame model, or a print error on a 3D print. In fact, I have found people are often very surprised when they discover what the base model is, which speaks well for how effectively the methods can enhance a tank.

## CAMOUFLAGE NETTING

In Normandy, the British made much use of camouflage netting. At the same time the Germans, who were constantly alert to the threat of air attack, adorned their vehicles with tree branches and other foliage. I have experimented with a few ways of replicating this and found two simple methods for achieving what I think is a very effective look on a scale model.

The best material I have found for replicating camouflage netting is gauze bandage. It is inexpensive, and a little goes a very long way (in fact, you probably have some spare



## LEAF IT TO ME



I use these miniature leaves. They come in three shades of green (light, medium, and dark), and I like to mix them in equal proportions to avoid a bland monotone look. If you are using flock or clumping foliage, I would suggest doing the same.



at home in a first aid kit). The key is to apply it to your vehicle so that it sits naturally and appears to drape over the tank under its own weight. British netting often had strips of hessian fabric sewn into it to enhance the camouflage.

That is something that is easy to add once the main netting is attached to the model.

My preference with the camouflage netting is to apply it before any painting. That allows you to make a bit of a mess and any adjustments without risking damage to the paintwork.

Once you've finished applying the netting and strips of hessian fabric to the model, you can just leave it to dry over night; everything should become quite hard and sealed, making it quite easy to paint the model afterwards.

## FOLIAGE AND BRANCHES

Foliage camouflage can be very eye-catching on a model, but it is easily overdone. In my experience, less is more. You want to find a balance between giving the appearance of a camouflaged vehicle without concealing the whole model under a mountain of foliage. My advice is to apply it sparingly.

For the foliage, I take a slightly different approach to the camouflage netting. This is best applied to a finished and painted model as one of the last things to be done before completion.







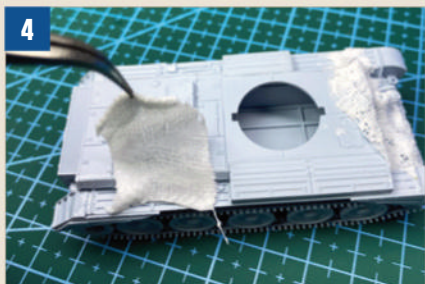
For this, you will need a small piece of gauze bandage, scissors, a pair of tweezers, a coarse-haired paintbrush, PVA glue, and a small bowl.



Cut a piece of the bandage to fit the area of the model where you want the netting and make up a solution of PVA glue (approx. 1 part PVA to 5 parts water). Use the tweezers to gently lay the bandage in the PVA solution and let it soak for a minute.



Remove the bandage from the solution and lay it carefully across the model. Use a damp brush to press the netting gently into the model. Try to follow the contours and the direction of gravity so that it sits naturally.



For netting stowed on the back of the tank, cut a rectangular piece and soak it. Lay it carefully where you want it and push the fabric down into folds. Again, use the paintbrush or tweezers to settle the fabric down so it sits naturally into corners or over edges.



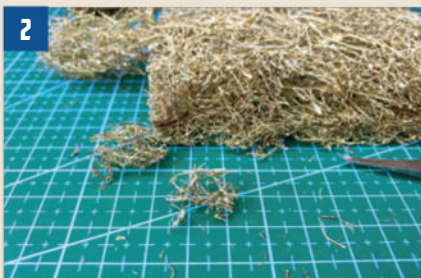
In a similar way, you can apply the cloth around the turret. It is very versatile, and you might want to copy something you have seen in a contemporary photograph. To add hessian tape, cut strips of thin tissue or wrapping paper.



Cut the strips into smaller pieces and soak each one in the PVA solution. They will become quite fragile so you will need to do the next stage delicately. Lay each piece randomly on the netting and use the paintbrush to press the pieces gently so they lie or hang naturally.



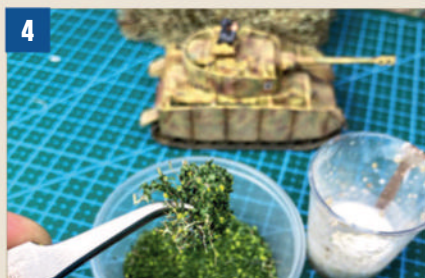
Cut out several small pieces of coconut fibre.



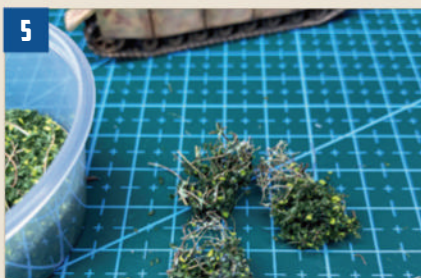
Tease out the fibres so that they are not bunched closely together. These fibres are meant to represent small branches and so you do not want them all clumped up.



Make up a solution of PVA glue at about 1 part PVA to 3 parts water in a small bowl. Dip the fibres into the solution of glue.



Then remove it from the glue, shake off any excess, and place the fibre into the leaf/flock. Gently mix it around so that the leaf mix attaches to the fibres.



Do this several times and let the small clumps of foliage dry. This will take a few hours. Once the foliage is dry, you can then trim the sections with scissors or tease them apart to make the shapes you want.



Much will depend on the model itself and where the foliage might be attached. You can glue it with super glue or PVA. Once again, contemporary photographs will help guide and inspire you.

For this job, you will need a piece of coconut fibre (see below), miniature leaves or flock (I use miniature leaves from Noch, the railway modelling supplier), a pair of scissors, PVA glue, and a small bowl.

The basis for the foliage is rubberised coconut fibre, which is principally used as padding in furnishings. In the past, this was manufactured using horse hair. You may still find it described as rubberised horse hair,

although it is most likely to be coconut fibre these days. If you cannot track down any of the rubberised fibres, you will find that coconut plant pot liners sold in garden centres will often work just as well. **WS&S**



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# 4 OAK & IRON



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MORE SKIRMISH WARFARE IN THE ETERNAL CITY

# LET'S PLAY GANGS OF ROME 2

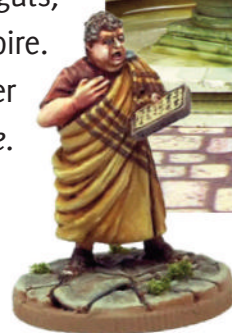
In the city of Rome, citizens feared going out at night, while rich noblemen hired bodyguards so they could travel through the eternal city unmolested. Mobs of disgruntled plebeians roamed the streets. Armed youths prowled the alleyways of the city in search of trouble and action. It is in this semi-lawless yet still great city that those with guts, determination, and a ruthless spirit can carve out a criminal empire. And who knows, they may even open the doors to political power in the process. Welcome to *Gangs of Rome – Blood on the Aventine*.

By Guy Bowers

**T**he second edition *Gangs of Rome* is a fast-paced skirmish game. Each player is a *dominus* who controls a small gang of fighters. They use this gang to secure greater influence in the city. The gang typically consists of five to ten fighters who can engage in a wide range of different scenarios. Each scenario has an objective to achieve: one might be a simple 'turf' fight to estab-

lish dominance; another might be to steal something before a rival gang can; or it might involve the assassination of a political rival.

The skirmish nature of the game means that painting a Roman gang should be an easy task. However, to make the game look GOOD, some time and effort needs to be put into the scenery and the miniatures used in the game.



Sure, you could use any old buildings or 2D cut-outs, but just think how glorious a board will look with some proper Roman buildings and statues! 'Innocent' bystanders, or mob bases, are also important for the game – these effectively get in the way of the actions of the gangs, blocking easy passage. Sometimes they even attack the player's miniatures! Players will need at least three mob bases of five civilians for most



'Pay me back my damned *denarii*!' An angry patron demands a refund from 'honest' tradesman Vorenus.



## SAM'S THOUGHTS

It was very nice to play a quick skirmish game of ancients rather than a slower battle game. I really liked the activation system, where you have to declare your actions but then have the chance to fail some of them; it was unpredictable and fun. I rolled really well, creating one ganger with perfect stats, but having him survive over the course of a campaign would be another matter. I can see this system working very well for other periods, too, or as a narrative RPG campaign.



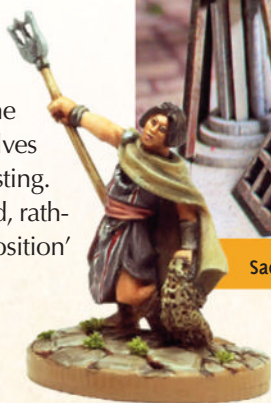


Bedlam in the *insula*! Rival gangs fight it out to decide who holds control over the construction site.

games. There are also some optional special characters, such as a leper or the Senate orator, with their own rules.

Gangers are now randomly created using dice, but still have the same random special abilities, origins, and 'gods'. Players can get lucky and roll up a combat 'god' – but that model will cost more, which balances things out. Each gang member may have a single piece of equipment – typically a special weapon or trick, such as a sling, a whip, or a bag of marbles.

The game is played on a 3' x 3' area. The terrain can vary: the action might be happening along the Appian Way, in the fields, or perhaps in a villa on the outskirts of town. So, while a board set-up featuring the heart of Rome would look cool, it is not necessary to play the game. Players can still use the standard woods, rivers, and hills found in most games. The addition of a few Roman-style bits of scatter terrain will help to set the scene. The scenarios themselves are pretty creative and interesting. They tend to be objective based, rather than the vanilla 'kill the opposition' fights to the last man.



## GAMEPLAY

The activation system involves drawing chits or tokens from a bag. A coloured marker or pebble is placed into a bag for each gang member, plus a marker for each of the mobs present. When a player's marker is drawn out, one of their gang members activates. If a mob marker is removed, a random mob will roll for its action – it may become scared and back away from trouble or become angry and attack the near-

## NEW RULES VERSUS OLD RULES

The new *Gangs of Rome* rules now come in an impressive 192-page full-colour hardback rulebook, with much improved explanations over the original. Most of the original version is still compatible with the new, but there have been some tweaks. For example, the stats on the gang members are still similar, but the activation system has changed for the better and some of the weapons have been tweaked. The need for character and equipment cards or Denarii tokens is gone, replaced by a gang sheet. Wounds are now tracked on wound dice (the same as used in *Mortal Gods*). The old cards, counters, and clutter have been removed from the table, which is a visual improvement. Tracking wounds on dice is also less fiddly. There is so much depth to be enjoyed with this new version.



est ganger. Once all the markers have been come out, the turn ends and the markers are returned for the next turn.

In the original game, each ganger had a single action on activation. In version two, the player chooses how many activations (up to four) they wish the ganger to perform and in what order. An agility check is made for this, counting the number of successes. This cleverly involves an element of risk, so a fighter might choose four actions to move,



Sacrilege! (or not yet?) Gang members make their way through the unfinished temple of Hercules.





Market day brings ripe opportunities for the savvy gang in Rome. Pick a pocket, rob a trader, rustle up a riot...



All of Hades breaks loose on election day. Rival gangs are fighting out their differences outside the forum!



## PAUL'S THOUGHTS

Interesting! I liked the activations, having to declare what you did in advance and then rolling to see if your gamble paid off. That concept really works for me. Anything that gives you fog of war is a big plus. The system itself was easy to run and fun. Sam was a little lucky when rolling up his gang, nevertheless I really enjoyed the game. Now to plot my revenge!



There are also options to grapple, useful if you want to push an enemy off a roof, or into the Tiber (or other liquid body). Almost all mechanics are explained in comprehensive diagrams.

Most of the twelve scenarios last just over an hour and come with suggestions on quick play; the first game always takes twice as long as gangs have to be created and the rules learnt. The new edition brings many of the campaign ideas and special character 'add ons' into the rulebook; there is now a full campaign system with ideas for multiple players, their gangs, and gang progression.

## CONCLUSION

The game is rather stylised and comic-book-like in play. If you loved HBO's *Rome*, the outlandish *Spartacus: Blood and Sand*, or the recent *Domina* TV series, then this is for you!

The game is certainly a fun romp. The basic rules are simple and intuitive to play; they work better than the original, which is quite a feat. **WS&S**

## GANGS OF ROME BLOOD ON THE AVENTINE

Authors: George Asling, Andy Hobday  
Published by: Footsore Miniature and Games

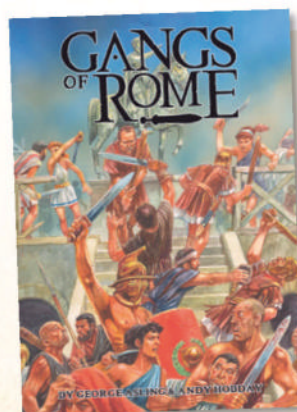
Format: full-colour hardback, 192 pp.

Dice: Roman D6 and D6 wound markers, normal dice can be used

Activation: Token drawn activation

Price: £30.00 (rulebook)

[www.footsoreminiatures.co.uk](http://www.footsoreminiatures.co.uk)



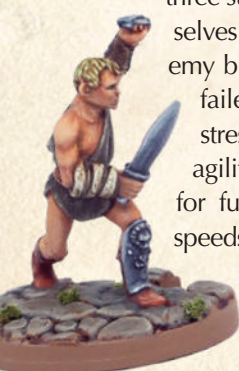
## CHRIS'S THOUGHTS

I liked the first iteration, so I was excited to see what version two would do. I was pleasantly surprised by the pace of the game – activations move quicker than a rat out of an aqueduct, and the stress mechanic is elegant and intuitive. Congratulations, Footsore!

climb, and attack, but if they only get three successes, they will find themselves face-to-face with their enemy but out of actions. Also, every failed action gains the fighter a stress point, which reduces their agility by a point per stress token for future turns. This significantly speeds up play from the original game and adds an element of dynamism. It can lead to some unusual results, such

as a ganger using four move actions to run like Mercury from one side of the table to the other, but this is rare.

The shooting and fighting mechanics are very straightforward. On a successful attack action, a gang member rolls a number of dice equal to their attack statistic, with a 4+ required to hit. Their opponent then rolls defence dice equal to their defence statistic and cancels any hits on a 4+. Every uncanceled hit causes a wound on the target. If the attack fails to wound the target or only causes one wound, the defender may counterattack. The system is vicious and favours aggressive play and ganging up on opponents – the chance of a counter on a poor roll even the playing field a bit.







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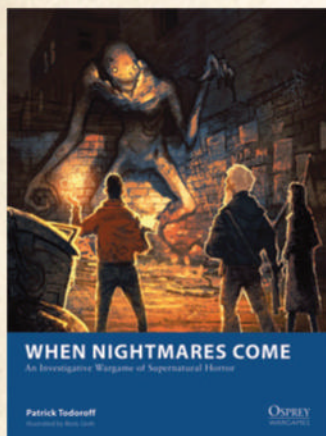
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# GAME REVIEWS

New and recent wargaming rulesets, reviewed by the *Wargames, Soldiers & Strategy* team.



## When Nightmares Come

By Patrick Todoroff  
(Osprey Wargames, 2024)  
£14.99

Dice: D4, D6, D8, and D10,  
Alternate Turn (IGO-UGO)

'An investigative Wargame of supernatural horror' – this game is set in modern times and covers various investigations into strange and mysterious phenomena. The game is played on a 2x2 foot area and is for a cooperative team of up to 5 players.

A campaign (or 'case') typically consists of six scenarios. If you are familiar with computer games, think along those lines, with various en-

counters leading to the big boss fight. Along with miniatures (five investigators and a few dozen minions, plus a big boss), you need typical blast templates. They are similar in size to templates for 40K, since the sizes are a 3" circle, a 5" circle, and an 8.25" teardrop. You also need a set of polyhedral dice, but most gamers have these from their younger days.

The game is quite RPG like. You create your characters using simple templates and equip them for the action; there are samples given in the book. You then are launched into the actual rules themselves. These are easy to follow and concise, covering most things you would need for each game.

There is a 'supply closet' section (the author's name for the tools you might need) which contains lists of things like weapons and occult items. Also, there are sections containing generic baddies, bosses, and sample scenarios round out the book.

I played a couple of little scenarios and got my butt handed to me. I knew I needed more firepower and maybe one of my characters should have had some occult knowledge. But hey, this

is the 2020s and all this creature of the night stuff is just in the movies, right? Boy was I wrong! These rules are a very enjoyable way to while away a couple of hours. Half of the fun is dreaming up mini campaigns to test a group of characters. In fact, you could probably write cases based on various movies and series to do this quite easily.

These rules provide a very usable framework for creating scenarios and games, but play will require a games master and some careful judgment on force balance – you do want the investigators to have a chance of winning, don't you? This really is a cooperative, not a competitive game, and that includes the GM! I really hope the author has a future supplement or has additional material online, as I want more monster ideas and more scenarios, possibly for solo play, too.

The sample cases are a brilliant introduction to the game system, while the illustrations just add to the overall feel. I would recommend reading the rules a few times before playing however, so you get everything clear in your head. Good luck defeating those creatures of the night (and magazine editors!).

– Ian Beal



## ABC Warriors

By Andy Chambers & Gav Thorpe  
(Warlord Games, 2023)  
£25 for the rulebook, £75 for the set  
(8 robots, scenery, cards, dice  
and rulebook)

Special 6 sided 2000 AD dice,  
Chit-driven activation system

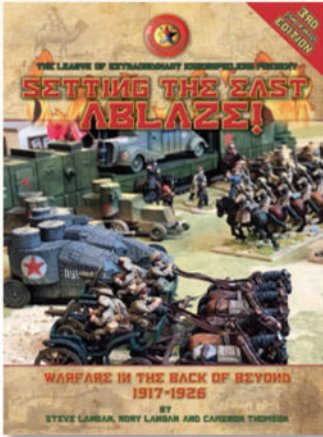
*ABC warriors* is the latest sci-fi skirmish game offering from Warlord Games, and part of their ever-expanding range of tabletop games

based on the 2000 AD comics. Those fans of Warlord's other 2000 AD tabletop offerings will be pleased to see that *ABC warriors* continues to make use of the common ruleset. Although humans (humorously referred to as "floppies") take damage in the same fashion as *Strontium Dog*, or *Judge Dredd*, your robots will be significantly tougher, being immune to pinning and still capable of acting even after taking significant damage (presumably there is a lot of leaking fluid oil in the process).

Like its sibling wargames, *ABC warriors* uses a set of special six-sided '2000 AD' dice. Each of these features three 'hit' symbol facings, two 'armour' symbol facings, and one 'special' 2000 AD facing.

Each unit or character has an activation chip (with heroes using a 'star' chip). These are placed into a bag and drawn at random. When one of your forces' chips are drawn, you can use it to activate a model with two single actions, such as moving and shooting, or a double action, such as sprinting. There are also some special actions available to some of your characters. What makes the 'star' chips used by major characters so special is that they can be potentially placed back in the bag after they are used, giving them an extra activation or two a turn. A test must be passed based on the model's 'cool' stat, which represents a model's leadership, or general "bad-ass-ness". While this, in theory, could be done until the heat death of the universe





## Setting the East Ablaze

By Steve Langan, Rory Langan and  
Cameron Thompson  
(Caliver Books, 2024)

£21.50

**Dice:** D6, Card drawn unit activation

Ever since the release of the Copplestone 'Back of Beyond' range roughly twenty years ago, wargamers have had the opportunity to recreate and play some of the most exotic battles of the Russian Revolution and the Chinese Warlord period. Now all good periods need a good set of rules, and this is where *Setting the East Ablaze* (SEA) comes in. First published in 2012, and republished in 2017, this is meant to be the third (and last) edition).

(to steal a phrase from the book), if it is the last chip in play, there is a -2 penalty, making the test significantly harder. Additionally, should you fail to place your star chip back in the bag, the model making the test will suffer minor amounts of damage from pushing their mechanical bodies too hard. During our play test, we found that we were able to pull off some badass plays if we were willing to gamble.

Shooting and close combat are straightforward. The attacker rolls their dice in an attempt to hit, then the defender may attempt to evade the hits. If the hit lands, the attacker then rolls a number of dice equal to the power rating of their weapon (with modifiers), rolling

SEA is a wargame for warfare in the Back of Beyond (1917–1926), but also covers the 'pulp'-like warfare which happened in the latter period of the Great War and interwar periods. The game itself has several supplements, including a *Red Dawn Rising* supplement for East Asia, a *Miniature Adventures of Dunsterforce 1918* covering Iran and Iraq, *Mad Mullah & other operations in Darfur* covering Somaliland, and *Senussis' Little Miniature War 1915–1917* covering the Sahara. Each of these supplements is a small gem in its own right, with history, scenarios, and good pictures.

The game itself uses card activation; every unit is represented by a card (complete with stats). These are shuffled and then drawn one by one. As a unit's card is drawn, it is activated, and the card placed next to it. There is no turn end (or 'Tea Break') card, so every unit will activate in turn. Units are rated by their C (Class) and M (Morale) factors. The ratings go from 1 to 5; the lower the better.

Once activated, a unit can move, shoot, hold action (overwatch), or

'hit' symbols for successes. The defender rolls their resist stat, to see how much their armour reduces the damage inflicted. This means that the more successes the attacker gets, the more damage is done. As a robot takes damage, it will become slower and less able to resist damage. This represents its armour becomes shredded and its limbs getting damaged. Even when a robot is taken out, there is still a chance that it may "reboot" and get back into the fight (albeit in less-than-optimal condition).

*ABC Warriors* also features a card system, known as Tarot. These cards offer various abilities, attacks, modifiers, etc. There are 2 decks to draw from, Khaos and Order, representing

rally. Some units are permitted to shoot on the move, with penalties. Movement involves rolling a number of D6, modified by terrain and the type of unit moving. Regular infantry move 2D6 in the open and 1D6 in rough terrain. Cavalry likewise move 4D6 and 2D6, depending on the terrain. Vehicles have to dice to see if they stall, so it is quite possible that the uber Mark IV tank will break down before it sees any Reds. A second dice roll is required to restart it, which is a nice touch.

Shooting depends on the C value of the troops; units roll dice above their C value for hits, with modifiers for cover, terrain, movement, etc. There are quite a few of these, but I'm I am sure players will memorise the most relevant ones quickly. Hits are resolved by rolling 1D6 for infantry and 2D6 for vehicles – the damage depends on what was firing (machine guns, bombs, A/T rifles etc) and the target (soft skin, armoured car, tank, or heavy gun).

There are plenty of extra rules that cover airplanes, naval actions, armoured trains, and even wild animals (well, it IS the back of beyond!).

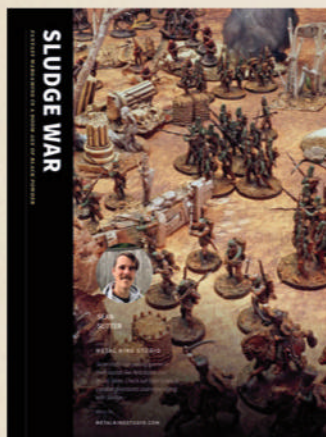
the alignment/outlook of the ABC warriors. The cards feature great artwork, and just a pinch of grim humour. There is a campaign system in the book - if that is your jam - which allows you to take your band of ABC warriors through a selection of scenarios against your opponents to see who comes out on top.

I am sure that any players of the other 2000 AD offerings will feel right at home in this game. What surprised me was how aggressively I ended up playing, much with rapid movement and shooting. This is certainly due to the level of durability that your models have. The compatibility with earlier games is also a definite bonus.

– Adam Gilbert



These additional rules are quite in-depth and also useful. Need to destroy a building, blow open a gate or set a wooden structure alight? Need to attempt to put out a fire started by the enemy? Both are covered. Armoured trains and naval vessels receive some detail, and yes there's even simple rules for WW1 submarines! The rules cover firing arcs and boarding actions adequately. While not totally comprehensive, these additions are 'good enough' and importantly won't slow the game down.



**Sludge War**  
A wargame of black powder in  
an age of doom

By Sean Sutter  
(Metal King Studio, 2024)  
\$10.00 (PDF)

**Dice:** D6 and D10, Alternate unit activation

*Sludge War* is a black powder game set in a fantasy age of doom – warfare has consumed the world. And, as it slowly decays, arcane potential has arisen from the roots of the World Tree. The powers of the world now fight over dwindling resources in a period between the Napoleonic and Great War era. The game itself is miniature agnostic; use whatever miniatures you like; medieval knights fighting alongside sorcerers with covering fire from a line of muskets is perfectly fine. Everything is themed to be dark, dirty, and very gloomy, so no splendid uniforms or gleaming sabres in this one.

The size of the games can vary,. A small game of 250 points on a 4' x 4' board will last you a good two to three hours. However, a large game of 500 points on a 6' x 4' will last a

*SETA* does have a small section giving guidance for a basic points cost system; this will be useful for those who like more balanced scenarios, but the author notes that he is not a fan of such ideas.

Finally, there are some basic guidelines for building armies that suit the end of the Great War and the inter-war period; there are no points costs. The armies include: the Bolsheviks, the Polish, the British, the Americans, Chinese warlords and bandits, the

lot longer. My preference is for the smaller ones, as such a game can easily be done in an evening.

The biggest mechanics in the game are orders, gore, and stress. **Orders** are a simplified version of what you would'd expect from a black powder game. You will need a ten-sided dice for these and most other tests in the game. Damage and saving throws use a six-sided dice. **Gore** represents the casualties and horror of the battle. These counters are placed on the battlefield next to troops after enemy shots hit or soldiers are killed. These markers affect your morale or 'nerve' during the play through of the battle. **Stress** represents the toll of battle on your troops; collect enough stress tokens on a unit and your troops will start running away. The game works on an alternate activation system, one side activates all their units and then the opponent does the same.

When building an army list, there are plenty of choices of units. These include a Commander, Officers, a Sorcerer, Chaplains, Arcanists, Line Infantry, Knights, Cavalry, Jagers, and even Field Gun artillery. There are also different factions. These four 'nations' offer different unique choices for your army. The four factions are as follows:

**Imperial – The Basilisk Empire** – a mixture of professional soldiers and conscripts (to soak up the damage). Their Artificers boost units for more shots or movement. They have access to the crawler war machine.

**Royalist – The Chimera Throne** – a traditional, fully-professional force

French, the Italians, the Czech Legion, the Japanese, the Tibetans, the Turks, the White Russians, the anarchist 'Black Army', Finland and the Baltic states, the Caucasus states, and Germany (including the Freikorps). Finally, three scenarios are provided with sample forces and maps.

Overall, *SETA* offers a comprehensive but relatively simple set of rules for the 'back of beyond' period, which is also well supported by supplements.  
– Guy Bowers

with Royal Marines, Hussars, Kite Bombers, and Mortar teams. With support from magicians and added range to their musket fire, this army is very tactical and flexible at the same time.

**The Free Peoples – The Roc Coalition** – comprised of six tribes, united against the imperial offensive in defence of their lands. They use longbows, heavy infantry, and elite heavy cavalry. They can even have a sacred icon to bring into battle, granting them various bonuses.

**Cults – The Manticore** – the endless war and destruction of the world has given rise to a cult with fanatical followers. Urging them on with hatred, their priests encourage crusaders, zealots, howling mobs, and giant saint creatures.

For scenery, any historical or fantasy terrain will work well. As players are fighting over resources and the roots of the World Tree, I made some twisted giant root trees, swamps, and some trenches. These added a lot to the theme of the game.

*Sludge War* is a good excuse to try something different, and I found it a pleasant break from painting regiments of similar miniatures. The games can be fun and very different from your usual wargame, if you can find like-minded gamers to join you in the project. Being an indie game, it i's not as popular and not as supported as other mainstream systems. *Sludge* is available in a print version or as a PDF from [wargamevault.com](http://wargamevault.com).  
– Alex Mahon



# 1st Corps

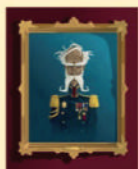
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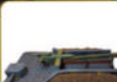
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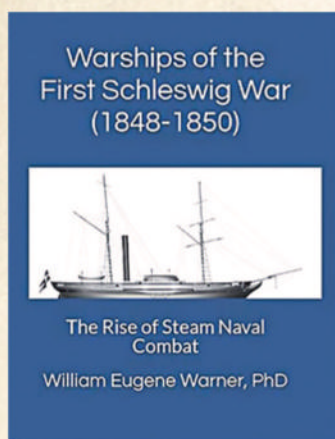
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## BOOK REVIEWS

A roundup of recent books on wargaming, or of special interest to the wargamer.



### ***Warships of the First Schleswig War (1848-1850)***

By William Eugene Warner

ISBN: 979-8410361200

(Independently published, 2022) - £25.15

Wargamers are often drawn to obscure battles, campaigns, and wars. These periods often require specialty miniatures (thank you 3D printing) that gamers like to produce. As a wargamer of many decades, I thought I knew about most obscure wars, including the shortest war, the Anglo-Zanzibar War, but was surprised at a recent book with the subtitle "The Rise of Steam Naval Combat". This book by William Eugene Warner, PhD, is on the Warships of the First Schleswig War of 1848–1850, which predates the naval combat of the American Civil War and the Crimean War. I was ready to dig in.

At 195 pages, the book is comprehensive, and covers the causes and history of this regional conflict that includes Denmark, rebels in Schleswig, and supporting Germanic states. The history goes into the changing forces, the land battles with naval support, and the few naval engagements. This is a period where ships-of-the-line were still in use, as well as sailing frigates, sloops, and steam-powered vessels of both screw and paddle-wheeled varieties. It is also a conflict that included a proto-submarine and electric naval mines.

There were several naval engagements during this war, with steam shown to be superior, and the new heavier guns devastating the unarmoured hull. It was a time of extensive design studies, with purpose-built steam warships becoming the norm, but the German states still attempted to create warships from steam-powered merchant vessels. This may have been the last time that nations took ships out of trade to create warships on such a scale, outside of building armed merchant cruisers.

The book includes maps of the coastal areas and the battles with detailed keys. There are also lists of ships showing fleet and squadron by engagements and overall structure, useful for designing scenarios and creating lists to order

the miniatures. Gamers interested in refighting the Battle of Heligoland can easily do so. Also, armchair admirals can do what their counterparts did and build gunboats with oars or purchase merchant ships and add the guns.

For those interested in the ironclad era, this is the period that led to the birth of the German navy. This book covers the naval forces of Denmark, the Schleswig-Holstein Flotilla, the *Reichsflotte*, the Preussische Marine, and the Hamburg Flotilla. The Hamburg Flotilla was of particular interest as they tried to show their independence and support for the *Reichsflotte*. In the end, they were added to the Imperial fleet. Each warship has a page dedicated to it, showing a ship's drawing, statistics on the displacement, weapons, and speed, as well as historical notes. It is a layout reminiscent of the data cards found in modern naval games.

This is a book that will allow gamers to bring a war to the table that few may have heard of using their choice of rules from the black powder and steam era of the American Civil War. If we are lucky, over the next year or so, naval gamers will be bringing their fleets from the First Schleswig War to a convention near you.

– Jon Yuengling



### ***Talking Miniatures... or how the Lincoln Model Railway and Wargames Society changed the world*** Volumes 1 & 2

By Robin Dews and John Stallard

ISBN: 978-1739476007

(Shaggy Dog Publishing, 2023) - £55.00

Well now. This is one of the best books about the wargaming industry ever published.

For anyone who has not yet come face to face with this beautiful piece of work, here is the skinny: it comes in a hardback presentation slipcase of two half-inch thick softback A4 volumes, it weighs about the same as a 1987 Ford Fiesta, and it is an artefact so intrinsically stunning that even non-wargamers will pause upon catching a glance at it, execute a theatrical double-take and say, "Ooh - that looks nice! Is it about that painting-thing you do? - Let's have a look, then!"

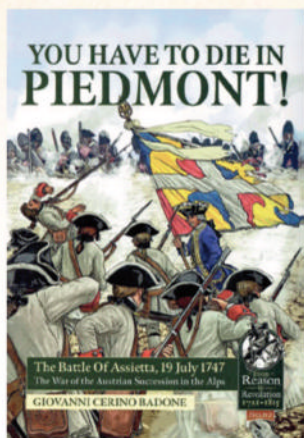
Honestly, it is a bit of a shame that its slipcase looks so effortlessly swish

on a bookshelf, because this is the closest thing to a 'coffee table book' I have ever come across through thirty-mumble years in the hobby.

Stallard and Dews (with genuine and disarming humility) note in their introduction that they are "storytellers rather than historians," which rather sets the tone for the whole enterprise, as they meander along the by-ways and back lanes of memories, photos, in-jokes, references, reminiscences, nostalgia, memorials, laughs and fondness. So much fondness.

I was not quite there – I am not *quite* that much of a grey-beard – but I got into the hobby in the early 1990s and





### **'You Have to Die in Piedmont'**

By Giovanni Cerino Badone

ISBN: 978-1911628507

(Helion and Company, 2023) - £20.00

I have had my eyes on this title ever since it was first listed as a forthcoming release quite some time ago, and so was thrilled when the book was finally published. *'You have to Die in Piedmont, the Battle of Assietta, 19 July 1747'* by Giovanni Cerino Badone is part of the excellent 'From Reason to Revolution' series by Helion.

The book focuses on the almost legendary Austro-Piedmontese victory over the vastly superior numbers of invading French. Despite their overwhelming superiority in numbers, every French attack was driven back, their commander-in-chief was killed, and

the army defeated with heavy losses. The author begins with a detailed summary of the war in Italy, in particular how the long war had impacted the Piedmontese and Austrian armies after nearly seven years of conflict. He then takes us on a journey through Northern Italy, and the reasons why after almost arriving at a final peace, the war kicked off again with the French advance into Piedmont. The French invasion plans are described and explained, helping to contextualise the coming campaign.

The chapters on the state and organisation of the Piedmontese and Austrian armies go into great detail describing the organisation and effectiveness of both armies, but by far the most interesting section is a series of drawings of each of the Piedmontese regiments that took part in the battle. The same is done for the small Austrian force that fought alongside the Piedmontese. This is very useful for wargamers wanting a bit of background for their chosen regiments.

What follows is an absorbing blow-by-blow account of each phase of the battle and its aftermath. The author has done an excellent job in presenting his step-by-step analysis of the battle, and gives the reader a clear impression of the events of that fateful engagement and the days leading up to it.

The book benefits from 45 black-and-white images, many of which are contemporary. What I found really impressive and eye-opening however were the present-day photos of the battlefield with the locations and movements of the armies during the battle. What struck me was the obvious harshness of the terrain shown in these photographs, with steep, rocky slopes. I was also impressed by images showing the extent of the very large and significant entrenchments and their impact on the battle. There are several really helpful maps, and the ones illustrating the battle at different stages are especially useful in getting a feel for what unfolded. The orders of battle make the Austrian and Piedmontese victory even more of an achievement given the disparity in the armies in terms of numbers and quality.

Any wargamer with an interest in the War of Austrian Succession should find this book useful if they are wanting to replicate the campaign and the battle on the tabletop. The added bonus is that a vast selection of miniatures is easily available for the period. This is a remarkable book and a definitive, detailed account that should be a great addition to the book shelves of anyone with an interest in the war.

– Colin Ashton

many of the interviewees in *Talking Miniatures* were heroes to me: they were actual adults (more-or-less) who got to do this stuff for a living (more-or-less)! Now, as a more-or-less adult myself, I get to glimpse the talent and the occasional chaos that all went into that magical East-Midlands cauldron, and the casual interviews are the perfect vehicle to take me back there, as well as to offer insights into how and where our toys are actually made. They all look so young and so laid-back: how did they ever manage it all?!

At this point, having glanced at my review notes, I can see a long list of features to highlight and individuals to name-check, but honestly,

there is simply too much to do it justice! Instead, I will note the excellent curation of the books' structure, as they cover sculptors, game designers, visual artists, mini painters, *White Dwarf*, and then the 'Cat Herders' (although I would have loved a little more future-scriving in the epilogue). One of my favourite memories in these books was the look at the Green Knight 'Eavy Metal' feature from 1997 (*WD206*), which traces a divine route from Mark Gibbons' artwork through Michael Perry's sculpting to Mike McVey's brushwork. Beautiful.

In case you are wondering, *Talking Miniatures* is not just Games Workshop (the authors nod keenly toward

*'The Dice Men'* by Livingstone and Jackson), but G-Dub is as unavoidable in any exploration of the industry's origins as is the photographic bestiary of bad mullets... and of course to love our hobby as it is means to pay tribute to where it was.

That said, for those readers who know what I mean by this, reading *Talking Miniatures* is like discovering a long-lost pile of old *White Dwarf* magazines (but mercifully intact – without the mail order forms having been hacked out with kitchen scissors) and having an entire Sunday afternoon to quietly and deliciously wallow back through them. With "tea and digestives," of course.

– Chris King



# PARTING SHOTS

The last hurrah – with tips, tricks and laughs for every wargamer

## SPRAYING – IT'S IN THE BAG!



An IKEA bag used as a spray booth.

One of the big challenges of using paint sprays or airbrushes is the spread of droplets, which go past your target model. Now you can spray vertically, but this has its own problems. Ideally, for the best coverage, you want to spray horizontally while rotating your miniature. I use a very large bag, such as an IKEA bag, as a collapsible spray booth. Make sure you and your booth have plenty of fresh air circulation, as proper ventilation is not included!

– Carvel Lonsdale



## SOLDIERS ON PARADE

Once you have organised your miniatures into squads and colour-coded their bases, why not also colour code their storage area to make returning them after the battle easier? I have KR Multicases (other brands are available! ed.) and have used a permanent marker to designate each unit and weapon team by colour. This makes finding and fielding my units much easier, and it is far easier to spot when a soldier has gone AWOL, on the table or on the floor.

– Chris King

## STORAGE SOLUTIONS

Many wargamers sequester their ever-growing collections in a mishmash of repurposed storage containers. None of these are very space efficient, especially when multiple different types of boxes are used at the same time. This is not a problem when we first start collecting, but can become overwhelming in

time. The value in investing in a long-term standardised storage solution for your collection cannot be overstated. I would recommend “Really Useful Boxes” as they come in a range of standard sizes and are tough and robust. Several wargame companies also sell storage inserts that fit into this range, which are specially designed to keep figures safe in a space-efficient fashion.

– David Hiscocks

## THE MDF DOCTOR – TREATING TWISTED MDF

If you have had an MDF model with a bent or twisted part, do not despair. Like most ‘problems’, prevention is better than cure. Try to keep all the parts on a flat surface, do not “pile deep”, and once assembled, keep your buildings — wherever possible — together. Failing to store your models correctly can result in warped, twisted, and ill-fitting parts. It may sound counter intuitive, but the cure for this is moisture. Hold any bent or warped pieces over the steam from

a boiling kettle. After a few seconds, the warm damp MDF can be coaxied back into shape. It is essential that the part is held in situ with rubber bands or weights and dried in a warm place. A sunny windowsill or radiator top will do the job. Once dry, remove the weight or bands.

– Colin Farrant

Do you have modeling tips or wargaming ideas you'd like to see featured in Parting Shots? Send them to: [editor@wssmagazine.com](mailto:editor@wssmagazine.com)

## THE WARGAMER'S SURVIVAL KIT

There are some basic essentials that every wargamer should have on them when gaming – a ‘survival kit’ if you will. Apart from the usual (dice, tape measures, pens, and notebook), gamers should think about adding Blu Tack and Superglue to that list. There are numerous times when a small part will break or a shield will ‘pop’ off, that is when the tack or glue will come into their own.

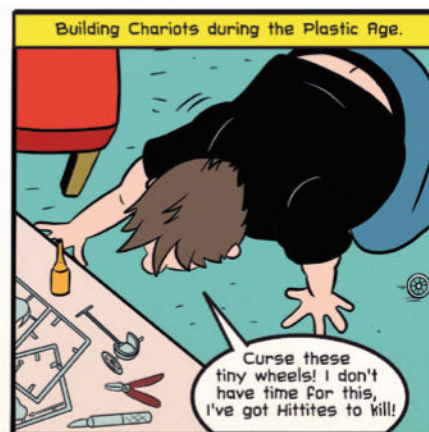
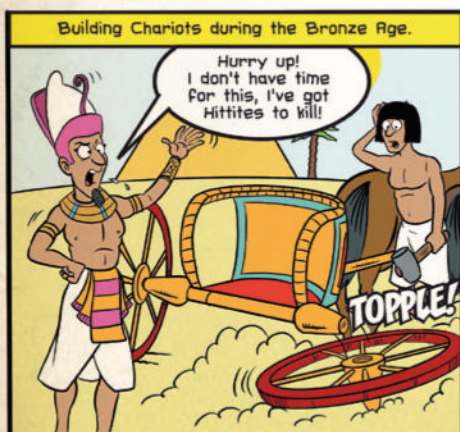
Remember to cover your Superglue with plastic or keep it in a small plastic bag; if it leaks, the results can be quite distressing!

– Chris King



## Dicing With Dai

by Steve Beckett





#### NEW RELEASES



**280124 M151A1 1/4-Ton 4x4 Truck**

M151A1 was the successor to the Korean War M38 and M38A1 Light Utility Vehicles. The M151 had an integrated body design and featured all-around independent suspension with coil springs. The kit comes with **Fast Attack Vehicle (FAV)** and **Deep Water Forging (DWF)** options, plus radio, tarpaulin top, driver, passenger and gunner.



**280125 M151A1C 1/4-Ton 4x4 Truck**

M151A1 was the successor to the Korean War M38 and M38A1 Light Utility Vehicles. The M151 had an integrated body design and featured all-around independent suspension with coil springs. The kit comes with an **M40 106mm Recoilless Rifle** which can be mounted or dismounted. Also comes with radio, driver, loader, gunner and officer.



**280126 Raupenschlepper Ost**

On the Eastern Front, the roadways were extremely primitive and with seasonal mud, the Germans required a fully tracked supply vehicle to maintain mobility, hence the introduction of the **Raupenschlepper Ost (RSO)** - a fully tracked, lightweight vehicle by Steyr. The kit offers the **RSO/01** or **RSO/03** build choice, and comes with an optional canvas rack, tarpaulin top, snow/bog track extension pad, and driver.



**280129 Soviet PT-76 / PT-76B**

The **PT-76** is a Soviet amphibious light tank that was introduced in the early 1950s and soon became the standard reconnaissance tank of the **Soviet Army** and the other **Warsaw Pact** armed forces. It was used in the reconnaissance and fire-support roles, and was widely exported. With this kit you can build either the **PT-76** or **PT-76B**, and comes with muzzle brake & trim board choices and optional **DShK 1938 HMG** and crew.



**280130 M40 105mm Recoilless Rifle with Weapon Crew**

The **M40 Recoilless Rifle** is a portable, crew-served 105mm recoilless rifle made in the US. Intended primarily as an anti-tank weapon, it could also be employed in an antipersonnel role with the use of an antipersonnel-tracer flechette round. The kit can be assembled in firing or loading mode, with spare ammo and 4 weapon crew.



**280131 M274 "Mule" 1/2-Ton 4x4 Utility Platform Truck**

The **M274 Mule** is a **Utility Platform Truck** often outfitted with a wide array of weaponry, especially in the **Vietnam War**. Most commonly, the M274 was outfitted with **M60 7.62mm NATO light machine guns**, **M2HB .50 Caliber machine guns**, and **M40 106mm recoilless rifles**. The kit comes with crates, ammo can & tubes, ration container, M60, M2HB, and driver.



**280132 Soviet ZIS-150 / ZIL-164 Truck**

The **ZIS-150** was a Soviet truck replacing the **ZIS-5** truck, it was the main Soviet truck during the 1950s. In 1957, the **ZIS-150** was replaced by the **ZIL-164**, which differed outwardly only by vertical grille bars and bumper. The kit can be built into a **ZIS-150** or a **ZIL-164** truck with optional rear trunk tarpaulin top, open or closed side panels & tailgate, and a driver.



**280133 M54A2 5-Ton 6x6 Truck**

The **M39** series was the primary heavy truck of the US Army and USMC forces during the **Vietnam War**, and was also used by the US Navy, US Air Force, and ARVN forces. The **M54** was the standard cargo version of the series. This kit comes with optional driver, cabin canvas or hard top, M2HB HMG with ring mount, seat bench, and rear trunk tarpaulin top; also with open or closed tailgate.



**280134 M113A1 APC with ACAV and Australian variants**

The **M113 Armoured Personnel Carrier (APC)** was first used in combat in April 1962 after the United States provided the South Vietnamese Army (ARVN). The **M113** was the most widely used armoured vehicle of the US Army in the **Vietnam War** and was used to break through heavy thickets in the midst of the jungle to attack and overrun enemy positions. It was largely known as an "APC" or an "ACAV" (Armoured Cavalry Assault Vehicle) by the allied forces. The kit can be built as a standard APC with an ACAV upgrade, or with Australian modifications. It also comes with driver, commander, gunner, plus engine and rear troop compartment details.



**280135 M106A1 Mortar Carrier**

The **M106A1** is a **Mortar Carrier** armed with an **M30 Mortar 106.7mm (4.2-inch, or "Four-deuce")** mounted on a turntable in the rear troop compartment, the single hatch over the rear troop compartment was exchanged for a three-part circular hatch. The mortar could be fired from the vehicle, but could also be fired dismounted. The kit comes with driver and fire support crew, plus engine and rear troop compartment details. A standalone dismounted **M30 Mortar** with crew is also included.



**280136 M577A1 Command Post Vehicle**

The **M577A1 Command Post Vehicle**, also known as the **M577 Command Post Carrier**, is a variant of the **M113** to function on the battlefield as a mobile command post; that is, a tactical operations centre, usually at the battalion level. The **M577** saw operational service in the **Vietnam War** and more recently in the 2003 invasion of Iraq. It is also used as an armoured ambulance, emergency medical treatment vehicle and fire control vehicle. It is also used by various police forces and law enforcement agencies as a tactical response vehicle. The **M577** is easily distinguished from the **M113** upon which it is based by its raised upper hull and roof-mounted auxiliary power unit (APU). The kit comes with a driver, engine and rear compartment details.



**280138 Sonderkraftfahrzeug 234 & Variants**

The **SdKfz 234 (Sonderkraftfahrzeug 234, Special Purpose Vehicle 234)**, was a family of armoured cars designed and built in Germany during World War II. The vehicles were lightly armoured, armed with a 20, 50 or 75 mm main gun, and powered by a Tatra V12 diesel engine. The kit can be built as a **SdKfz 234/2** with a 5cm KwK 39 L/60 gun, a **SdKfz 234/3** with a 7.5cm KS1 L/24 gun, or a **SdKfz 234/4** with a 7.5cm PaK 40 L/46 gun. It also comes with a simplified chassis interior.

To build an **SdKfz 234/1** with a 2cm KwK 38 L/55 autocannon will require the 280048 expansion kit, sold separately.



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